

PRIMA'S OFFICIAL STRATEGY GUIDE



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M-I

Operation Surma

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ATARI

The background of the cover features a large, close-up portrait of Tom Cruise as Ethan Hunt, looking upwards with a determined expression. He is wearing a dark tactical vest over a blue shirt. In the lower right, two other characters, likely Will Ferrell and Jonny Lee Miller, are shown in a dynamic pose, holding rifles and looking towards the left. The setting appears to be an industrial or military facility with large metal structures and a green laser light beam cutting across the scene.

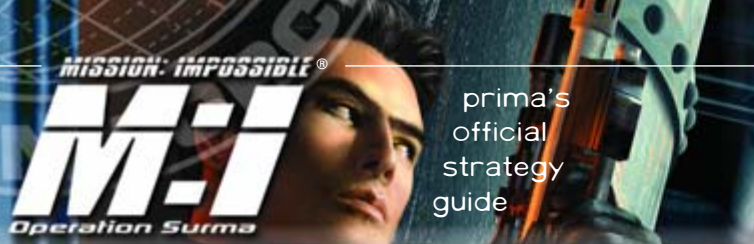
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M.I.I.

Operation Surma

Prima's Official Strategy Guide

Michael Knight



prima's
official
strategy
guide

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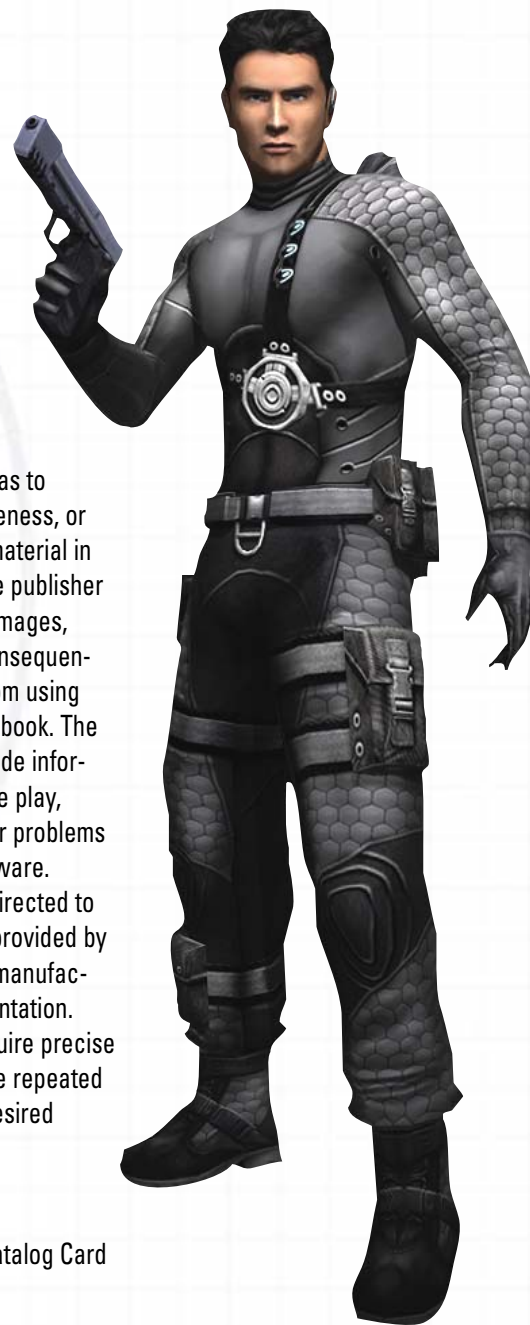
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The Impossible Mission Force



Ethan Hunt

Status: Lead agent
Location: Classified
DOB: Unknown

Ethan Hunt is an exceptionally competent super agent. He knows all forms of fighting and is an expert with all relevant weaponry, though his specialty is unarmed and lightly armed combat. He is in perfect physical condition and is a master of disguise and impersonation. He can penetrate nearly any facility through electronic or deceptive means, as the situation requires.

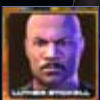
Through experience and self-motivation, Ethan has risen through the ranks of IMF to serve as a field team leader. Clearly he thrives in dangerous situations, has a genuine desire to serve justice, and flourishes in the unstructured environment of IMF. A handpicked team reports to Ethan, who reports to Swanbeck, who in turn reports to the Secretary.



Billy Baird

Status: Freelance agent
Location: Classified
DOB: Unknown

This Australian adventurer is a freelancer who primarily serves as a pilot and driver. He is a resourceful, dependable workhorse favored by Ethan for high-stakes missions. Billy displays considerable enthusiasm, because he appreciates his generous paychecks as well as the pure adrenaline thrills he derives from his work.



Luther Stickell

Status: Computer expert
Location: Classified
DOB: Unknown

Luther is an extraordinarily skilled hacker and all-around computer expert assigned to provide technical backup and coordinate field team communications. He often uses his skills to hack a facility's security system and clear the way for infiltration. He is an experienced agent whose combination of formidable physical presence and technical expertise make him one of the IMF's most valued agents.



George Spelvin

Status: Freelance agent
Location: Classified
DOB: 07.05.62

This former stage actor turned his drama skills into a financially rewarding career as a professional con artist. As a freelancer, Spelvin is not a highly trained agent, lacking proficiency with ranged weapons and martial arts. He serves admirably, however, as a master of disguise, distraction, and onsite support for Ethan.

Jasmine Curry

Status: Rookie agent
Location: Classified
DOB: 04.03.80

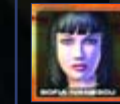
This highly trained agent is a recent recruit to the IM Force and has proven to be both capable and multitasked. A rookie, she operates only with another agent during Operation Surma. Jasmine is friendly, open, and unusually idealistic for an IMF agent, motivated primarily by a strong sense of justice.



Sofia Ivanescu

Status: Dangerous
Location: Somewhere in Yugaria
DOB: 05.22.78

Sofia is the daughter of Yugaria's most famous scientist, Dr. Nicholas Ivanescu and has followed in her distinguished father's footsteps by becoming one of the world's foremost software engineers. In the last days of the previous regime, Dr. Ivanescu disappeared mysteriously after making comments critical of the government. Sofia could find no trace of him, and Algo persuaded her that the previous regime had Dr. Ivanescu imprisoned and executed.



Enraged, Sofia gladly joined Algo in his efforts to overthrow the government, developing the ICE WORM virus to break into protected government systems and plant false evidence of widespread corruption. Although she was bothered by the unethical nature of her activities, she allowed Algo to convince her that such means were necessary to eliminate the politicians who had her father executed.

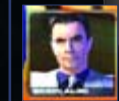
Recently Sofia has begun to suspect that Algo is less than altruistic and is becoming uncomfortable with her role. Although she continues to help Algo by using the ICE WORM to gather valuable information he claims will be used to improve the lot of the Yugarian people, she is becoming more and more suspicious every day. Although she enjoys the wealth and influence her allegiance to Algo has given her, she has begun to have second thoughts.

Other Characters

Simon Algo

Status: Imminent threat
Location: Unknown
DOB: 08.13.58

Algo is an extremely well trained and experienced agent, a veteran of the ceaseless intelligence battles of the Cold War who has flourished within the collapsed democracy of Yugaria. He acquired tremendous wealth by seizing major communications and manufacturing companies during the privatization phase that followed the fall of the communist



government that ruled Yugaria in the Soviet era.

Subsequently, he has used his wealth and intimate knowledge of intelligence operations to discredit the corrupt democratic government that succeeded the communists and has assumed almost complete control over the government. Algo is gathering sophisticated technology stolen from the West to further secure his grip on Yugaria and expand his influence over the entire Balkan region.

Vasyl Berkut

Status: Critical
Location: Unknown
DOB: Unknown



Berkut was a high-ranking officer in the Yugarian Military Service and quickly aligned himself with Algo as he saw the change in power advance. Berkut serves Algo with fanatical zeal, enjoying his new access to power, responsibility, and wealth.

The IMF Arsenal

Weapons

Tranq Gun



This dart gun fires needle tipped rounds full of fast acting serum that quickly incapacitate an opponent without causing permanent harm.

Tranquilizer Darts: Needle-tipped rounds full of fast-acting serum quickly incapacitate an opponent without causing permanent harm.

Notes

When using the tranq gun, be aware that it takes about a second for the dart to knock out the target. In that time, he may fire at you or alert others. As a rule, duck behind cover after firing the tranq gun.



EWG



This sophisticated gun is capable of firing a variety of different ammunition making it an excellent non-lethal tool for infiltration into hostile or neutral facilities. Compressed air drives the rounds making every shot silent and highly accurate. Ethan has a selection of three types of rounds.

Camera Disabler Darts: electronic darts allow Luther to connect to the camera and feed false information, endlessly playing back an innocuous signal thereby incapacitating them and allowing Ethan to easily sneak by.

Tracking Darts: tiny emitters can be attached to unsuspecting targets and allow Ethan to permanently track an opponent's position on the minimap. Remember to duck behind cover after firing a distraction dart because targets usually look in your direction when they feel the little sting of the dart.

Distraction Darts—these small darts are effective for making noises, breaking fragile items, or activating buttons at a distance. Used in the right situation, an unsuspecting guard can be distracted from his patrol to investigate a noise made by this round.

Notes

The EWG is one of your best friends during a mission. While there are three different types of darts, you only select the EWG from the inventory. The three darts are chosen depending on the target you aim at. The reticle for the EWG highlights an icon that shows you which type of dart will be used.

For example, if you are aiming at a camera, the camera disabler dart is readied. Aiming at a person selects a tracking dart; any other target will select a distraction dart. You have a limited supply of darts for each mission, so use them wisely. However, you usually have enough for disabling cameras which are difficult to sneak past and for tracking guards you cannot always see but do not want to take out.

The distraction dart is effective at getting enemies to move away from their post so you can sneak past them or into positions where you can attack them. Use one to lure a guard around a corner, for example, so you can then use the tranq gun on him.

IP 45 Pistol



This is the IMF team's handgun of choice for lethal combat situations. It's noisy and draws attention from the enemy, but it has great knockdown power.

Notes

The pistol is your primary means of dealing with enemies when stealth is no longer an option. Firing a .45 caliber round, this pistol causes damage that varies depending on where you hit a target. A single shot to the head takes down an enemy, but it takes two or more shots to the body or limbs to achieve the same result. It is usually worth the extra time it takes to line up a head shot.

Sniper Pistol



This high-caliber pistol with its built-in scope allows Ethan to shoot distant enemies with a zoom feature that permits highly accurate shots.

Notes

You only use this weapon in a few levels, but in those cases, you do a lot of shooting. As with the standard pistol, the sniper pistol kills with a single shot to the head. It takes two or more shots to other locations to eliminate

an enemy. Watch your ammo when using this weapon. The clip only holds five rounds, so reload whenever there is a pause in the action.

Use the 2x zoom while scanning for targets, then increase to 4x or 8x for shooting. Try for the head shots if the target is stationary. If the target is moving, shoot for the center of mass—the body. It takes a couple of shots, but you are more likely to hit the body than the head in motion.

FAAR



The FAAR, with its high rate of fire, provides Ethan with excellent firepower.

Notes

This weapon puts out several rounds with a single press of Fire. For accuracy, fire short bursts rather than long bursts.

Gadgets

Sonic Imager



Used against doors, the sonic imager focuses high-energy waves to create real-time images. The sonic imager allows you to see what is on the other side of a door.

Notes

This gadget allows you to be ready for what is on the other side of a door. Use this before opening a door to make sure the way is clear or you at least know what to expect. For example, if there is an enemy in the other room, the sonic imager allows you to see when he is walking away from the door, giving you an opportunity to sneak in unseen.

WASP



This unique miniature robot combines a surveillance camera with a one-shot stun gun packed into a remotely controlled flying device that is virtually undetectable. Ethan can launch these and remotely control them, scouting areas and quietly taking out key targets. Ethan's supply of WASPs is limited and their shot capability is limited to one each, so use this device wisely.

Notes

For most missions in which you're given the WASP, you need a certain number to complete your objectives. Even so, you usually have one or two extra. WASPs are a great way to take out enemies who are difficult if not impossible to get to by other means. Ethan stays hidden from view at all times. The disadvantage is that, once launched, the WASP cannot be recovered. If you are using it to scout, you might as well stun an enemy, because the WASP self-destructs when you stop controlling it.

Micro Cord



This tool gives Ethan access to areas he could not get to on his own, raising or lowering himself to otherwise inaccessible areas. In some cases, the intent might be to avoid a guard or get into position for a stealth attack from above. In other cases, Ethan may be called upon to perform specific stunts such as hanging while hacking a computer or swinging back and forth to reach an object.

Notes

The Micro Cord can attach to hooks hanging from above as well as pipes and some cables. Attached to hooks, it allows Ethan to raise and lower himself. Attached to pipes and cables, it pulls Ethan up so he can shimmy along them or pull up his feet and crawl along. If Ethan positions himself over an enemy while hanging from a pipe or cable, pressing Attack causes Ethan to let go and take out the guard below with a falling strike. Be sure the attack icon appears in the upper right corner of the screen, indicating that Ethan is in the correct position.

Binocs



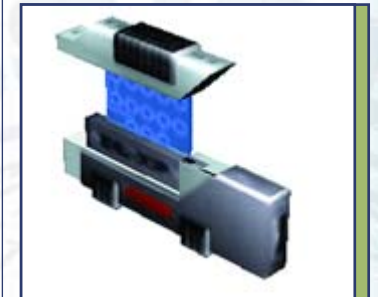
This multifunctional device is an important tool that lets Ethan scout targets from a distance while remaining

concealed. The binocular feature has three levels of zoom for close inspection. A built-in digital camera takes photographs at the selected zoom level and automatically transmits them to Luther for evaluation. The directional microphone can be used to overhear distant conversations, telephone conversations, or exchanges that take place behind closed windows. Skillful use of the Binocs' various features can provide important clues to accomplish mission goals.

Notes

One very important feature is scanning. Activate this to highlight such objects as control panels, and the Binocs tells you what type of devices they are. When you're stuck or not sure what to do next, take out the Binocs and study both guards and devices in the area for clues as to what you might have to do to complete your assignments.

Electronic Lock Pick (ELP)



This gadget lets Ethan silently open electronically locked doors.

Notes

You don't have to select this item from the inventory to use it. Press Use while standing next to an appropriate object and Ethan automatically uses this gadget as needed.

Laser Cutter



This allows Ethan to open sealed or locked doors or control panels that ELP can't unlock. The disadvantage is that it makes noise that might alert nearby enemies.

Notes

This is another device that Ethan uses automatically as needed. Just press Use to bring it out.

Remote Camera Viewer (RCV)



Ethan can hack into security camera systems in certain locations and then look ahead into unexplored areas by viewing the security camera video feed through his IMF contact lenses.

Notes

You can also use the RCV to view the feed from cameras that you have disabled with the EWG. You must hack the camera controls to view the feed from nondisabled cameras.

Explosives



Ethan can plant timed explosives to accomplish objectives such as blowing open a door or causing a large-scale distraction.

Notes

Explosives do not show up in your inventory and cannot be used except on objects. To place, just walk up to such an object and press Use.

Equipment

IMF Contact Lenses

Ethan's IMF contacts are equipped with night vision capability, allowing him to see more clearly in the darkness. An additional feature of the contact lenses includes a mission map displayed in the lower left corner of the screen. The map displays room layouts, objectives, security cameras, and enemies tagged with tracking darts. Luther can uplink other information to the map based on mission needs.

Notes

During the game, you do not actually use the contact lenses or even select them from your inventory. They function as your night vision as well as the screen interface for the game, including the minimap.

Masks

In some missions, Ethan receives masks allowing him to temporarily assume their identities. Ethan also must sometimes photograph specific individuals and have masks made from the reference photos. While disguised, Ethan can gain access to and operate within heavily patrolled areas without arousing suspicion. Some actions—such as picking a lock—arouse the suspicion of the guards despite the mask.

Notes

You don't select masks from your inventory. They are used automatically at specific points during a level. You can attack while in disguise, but anyone who sees you do this also sees through your disguise and either sounds an alarm or comes after you.

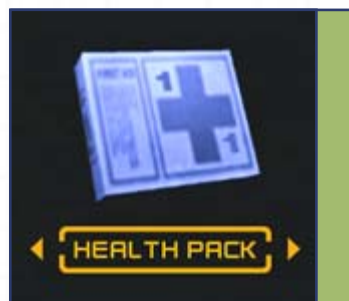
Hacks and Bugs

Some missions require Ethan to hack a computer or place a bug on other objects. Sometimes the effect is immediate; other times it is delayed to reach a later mission goal.

Notes

While these are not devices, Ethan will automatically hack computers or place bugs. There's no need to select anything from the inventory.

Health Packs



Ethan can pick up health packs hanging on walls throughout missions to bring his health to full. Any unneeded health goes into his inventory up to a maximum of 200%.

Notes

Whenever Ethan takes damage, tap his inventory to replenish his health. There is nothing worse than dying with unused health packs still in the inventory. To quickly use a health pack, press down on the D-pad.

Ammo

During a mission, Ethan finds boxes of ammo for his pistol. Grab ammo whenever it's available so you don't run out in a firefight.

Jet Pack



In one of the latter levels, Ethan will be issued a jet pack. This allows him to fly through the air for a limited amount of time. At a certain time, Luther will tell you to activate the jet pack. Then just use the left thumbstick to guide Ethan up, down, and to the right and left. Ethan will automatically shut off the jet pack at the correct time.

Advanced Training for the IMF Operative

So you're the rookie. No problem. If you're on the IMF force, you must have some training and experience in the real world. If you are used to shooting or blasting through all obstacles and leaving a trail of bodies behind, you need a change of thinking while working for the IMF. You must shoot it out on occasion, but the most successful missions are those in which the enemy never even knew you were there.

This section provides tactics and strategies for accomplishing your mission objectives. Learn them to increase your chances of success and decrease the chances that you become a casualty or are disavowed.

Tactical Movement



How you move can be important. It is often a good idea to stay crouched and move quietly.

Tactical movement is just another way of getting around. During missions, you need to infiltrate installations and facilities, advance to achieve your objectives, then get out. Let's look at how you can use tactical movement to your advantage.

Stance and Speed

In a mission, there are two stances and two movement speeds. While standing, you can walk or run. If you choose to crouch, you can only walk. As a general rule, it is best to move slowly and crouched down. In a crouched posture, you are better able to take advantage of cover and concealment and are more difficult for the enemy to see.

Noise is also an issue when moving near enemies. Crouched movement is much quieter than running around. If you stay low and go slow, you can get right up behind an enemy. What you do then is covered in a later section.



If stealth is not an issue and you have to move through an open area, run as fast as you can—especially if you are headed to safety.

At times you want to get across an area quickly. If you're trying to avoid someone or moving through an open area under fire, run. Your speed is governed by your left thumbstick. The farther from center you move it, the faster you move. To sprint, push the stick all the way forward. If you're being shot at, press Jump while running to do a diving roll, making it harder for enemies to get a bead on you.



Stay close to walls or objects and use them as cover.

Where you move is also an important consideration. Try to stay near walls or objects that provide cover in at least one direction. If you have to move across an open area, scout it out first. See if there are any guards, or cameras or other devices that could detect you. Take all of that into account, then move as quickly as you can while maintaining a noise level appropriate for the situation. If no guards or other people are around, run for the next bit of cover.

Hugging the Wall



Hug a wall to avoid being seen—and to set up for a stealth attack.

At times you'll need to lean against a wall. To do this, move next to a wall, then press Hug Wall to put your back to the wall. You can then move left or right along the wall. When you get to a corner, you can then peek around it. This type of movement can also be handy when you have to squeeze through a narrow opening or move along a thin ledge. It also sets you up for an attack against enemies who walk past your position.

Climbing and Jumping



Climb onto things to get to upper levels.

At times you need to climb up objects, such as crates, to get to an upper level. Move toward an object and keep moving after you touch it. If it can be climbed, you automatically climb onto the object.

Other times you may need to jump to reach a ledge, or to grab hold of a low pipe or wire. To do this, move under the object, then press Jump. If it's possible, you jump up and hang from the object. Pressing Jump while running causes you to perform a diving roll.

TIP

Use the Micro Cord to get up to locations higher than you can jump.

Shimmying



Shimmying gets you to places that are otherwise unreachable.

Once you grab onto a ledge, wire, or pipe, you can shimmy along it. This is a good means of crossing over obstacles or moving about unnoticed, because most guards never look up while on patrol. If you are hanging on to a pipe, pressing Crouch brings your legs up and around the pipe. You can then crawl along the pipe this way. This allows you to move through tighter areas. Press Crouch again to lower your legs. To drop from a pipe or ledge, press either Attack or Jump. In some places you can pull up to the level above while hanging from a ledge.

Hiding in the Shadows



Guards walk right past you when you are hiding in the shadows.

One of the best ways to avoid being seen by the enemy is to hide in the shadows. Also, hide bodies in shadows so other enemies cannot see them. You often find shadows in alcoves or behind objects. In a shadowy area, your stealth meter in the upper right corner indicates your hidden status. If an enemy walks into you or sees you go into hiding, or if you fire a weapon, enemies see you despite the shadows and either attack or sound an alarm.

Overcoming Opposition

You're forced to confront various types of opposition in a mission. These can come in forms ranging

from security cameras and laser tripwires to guards patrolling around an area or automated gun turrets. When dealing with opposition, consider this four-option order of procedure: avoid, distract or con, stealth attack, and finally combat. Start off by trying to avoid opposition as much as possible; termination is the last resort.

Avoid



If you time it just right, you can move beneath a camera—its blind spot—then continue on when it pans the other way.

In many cases, the best choice is to avoid the enemy altogether. Hide in shadows, then move past guards or cameras while they are looking away, and find paths that bypass security measures. The goal of avoidance is to not be seen, so it entails less risk of being detected or tripping an alarm.

To avoid opposition, study what you are up against. Learn the patrol paths of guards, the location of cameras, and whether laser tripwires are in the area. To do this, use your BCM to observe from a distance, your sonic imager to see through doors, and your night vision to make lasers visible to you. To successfully avoid the enemy, you need patience. But it is often worth the time and effort.

NOTE

Cameras are easy to avoid if you know what you are doing. Your minimap shows you a camera's field of view. You can see where it is looking and move through areas where it is not. The camera has a blind spot underneath it. While it is looking away from you, move along the wall so you are below the camera. Then, as it pans in the opposite direction, you can continue your movement out of its field of view.

Distract or Con



Fire a tracking dart at a guard to keep track of where he is and which direction he's looking.

As an IMF operative, you have several gadgets at your disposal. Many of these allow you to distract or con opposition. The EWG is your main weapon for these types of actions. It contains three types of darts. Their function depends on the target. One of the most common uses is to disable cameras. This dart allows you to move past disabled cameras undetected, and you can also use your RCV to see what the camera sees.

Distracting guards is another useful ability provided by the EWG. Fired at anything but a person or camera, a dart makes a noise and a blinking light. This attracts the attention of nearby guards and lures them toward the dart. By firing a series of darts, you can lead a guard away from his post so you can sneak past or possibly attack him.

At times, it is a good idea to track a guard. The tracking dart, fired at a guard, shows the guard's location and field of view on your minimap. This makes avoidance easier.



With a disguise, you can get past the enemy without being detected.

At times, you're provided with disguises. In disguise, you can move around in the sight of enemies without raising alarms. But if you do anything suspicious, such as attacking someone, the guards pay closer attention to you and see through the disguise.



Hack into systems or use the ELP to get through electronic locks.

Many of the doors or gates are locked. Use your ELP to hack through an electronic lock. Move up to the panel and press Use to start hacking. Burn through standard locks using the laser cutters. Many computer terminals allow you to access security camera feeds, shut down laser tripwires, or open secure areas.

NOTE

Most missions have alarms that, if set off, must be deactivated within 30 seconds or the mission is a failure. As you move around, take note of where alarm control panels are located. You can hack into these and shut off alarms. In general, take care of the potential activator of the alarm as well, whether it is a guard or a security camera.

Stealth Attacks



Grabbing and using an enemy is a good way to get through locked doors requiring a palm scan.

Sometimes avoidance and distraction are not enough; you must deal with a guard and remove him from an area. The best way to do this is through stealth attacks to avoid alarms and the reinforcements they often bring. You are an expert in many forms of unarmed combat and can quickly neutralize an enemy without making a sound.

The best way to deal quietly with an enemy is with a one-strike attack. To do this, move up behind an enemy and press Attack when the icon for stealth attack appears in the upper right corner of your screen. You also can grab an enemy in this position by pressing the Interact with Body button instead. Then you can lead the person to another location and press Attack to take him out where the body won't be seen. The advantage is that you don't have to pick up the body and move it later.



Drop onto an enemy to take him out quietly.

You can use a couple of other one-strike attacks if the situation is right. While hugging a wall at the edge of a corner, press Attack as a guard walks by and swing around to take him out. It is just as effective as the dropping attack. To perform this, you must be hanging from a pipe over an enemy. An icon appears when you are in position. Press Attack to drop and take out the enemy below.

The tranquilizer dart provides you with a stealth attack at range. Just target the guard and fire. Duck out of sight after firing, because the enemy usually looks in your direction and may fire or shout out during the second it takes for the dart to knock him out. With some planning, you can arrange it so the body falls out of the sight of cameras or other guards.

TIP

Hide bodies. If you leave bodies lying around, other guards may find them and sound an alarm. Pick up and carry bodies into shadowy areas or behind objects where they cannot be seen by guards on patrol.

Combat



Use cover as much as possible during shootouts. Doorways and walls are great for limiting your exposure to enemy fire.

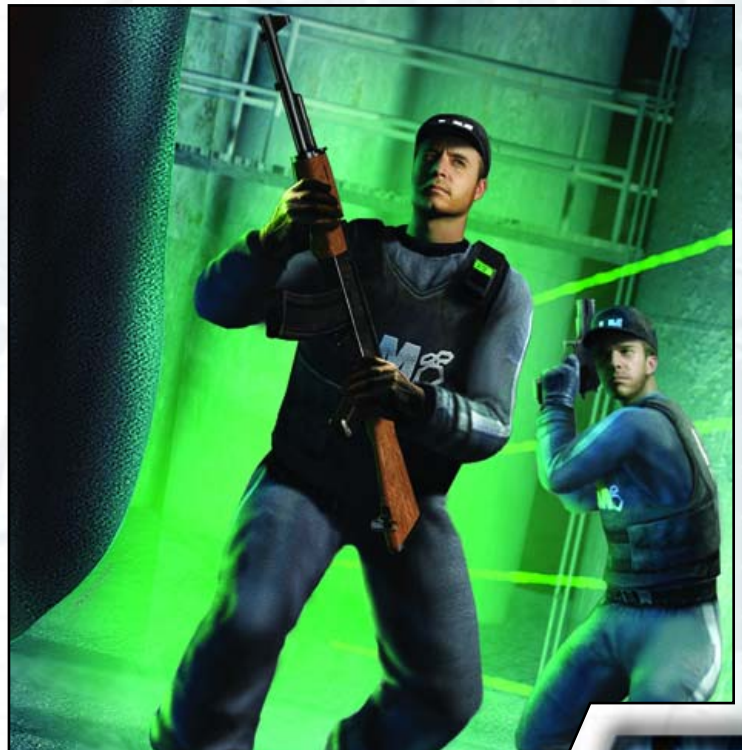
When all else fails, you need to engage in combat with the enemy. Silent hand-to-hand combat is best. Once you get a hit on an enemy, it stuns him so he cannot attack you. But to take the enemy out of the mission for good, you need to complete a combo of hits. Just keep pressing Attack until the enemy is down for the count. The sound of the attack alerts guards close by, but no one else hears you.



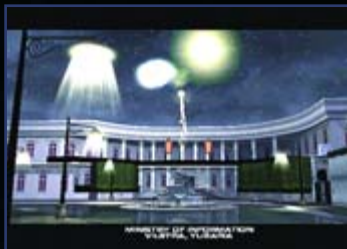
The sniper pistol works great for long-range engagements.

You also have firearms—the IP 45 pistol, the machine pistol, and the sniper pistol. When you have a choice, engage at range, because the farther away you are, the less likely the enemy is to hit you. Take advantage of cover—stay low and behind something. Expose yourself to only one enemy at a time—the one you are engaging. Keep an eye on your ammo and duck behind cover when you have to reload.

Whatever weapon you use, aim for the enemy's head. It only takes one shot to the head to bring down an enemy. It takes three or more hits to the body, arms, or legs to kill an enemy, and he's shooting at you all that time. Unless your adversary is so close he's sure to hit you, take the extra time to line up a head shot.



Yugarian Embassy



Good evening, Mr. Hunt. Yugaria is an important Balkan nation that once possessed one of the few democracies to arise in Eastern Europe during the

post-Soviet era. The government was overthrown after a widely publicized scandal revealed the majority of its officials were taking bribes and kickbacks in exchange for turning a blind eye to organized crime.

Tonight, you will meet an unidentified informant whom we know to be a high-level insider of the nascent Yugarian government—specifically with the Information Ministry. He claims to possess information regarding the administration's

ongoing secret operations in the southwest United States.

Jasmine Curry, our new recruit, will enter the area disguised as a delivery person to reconnoiter the perimeter and provide you with a synchronized equipment drop, after which she will return to Luther's van to observe your efforts.

Your mission will be to infiltrate the building from a low-risk street approach, confirm the informer's identity, and escort him to transportation out of the capital. In addition to Ms. Curry, the team includes your long-time associate, Luther Stickell, who will provide real-time telemetry and security analysis. Additionally we have secured the talents of Billy Baird as the getaway driver.

As always, should you or any of your IM Force be captured or killed, the secretary will disavow any knowledge of your actions. This briefing will self-destruct in five seconds.

The Ministry of Information

Briefing



A celebration is going on tonight. That should keep the area clear of civilians and minimize the number of guards in the area where you will be operating.

This is your first mission. As such, consider it a training mission. You can fail and be disavowed (if you are not killed), but the enemies are a bit slower and less alert than in later missions. You also can expect

numerous tip windows to open and instruct you how to perform various actions and use your equipment.

In this first level, you must infiltrate the Ministry of Information, complete your objectives—some of which will be given to you during the mission—and then get out. You only face a total of five guards, one at a time. You should have no trouble taking care of them.

Tip

Through the settings menu, you can turn off the tips that appear. However, don't do this until you have played through at least once so you can get all the important information.

The Ministry of Information



The Ministry of Information

Initial Objective

- Hack the telecom junction box and Luther invades their system.



Ethan begins the mission outside the Ministry of Information. Since this is your first mission, take some time to get used to the controls.



Once you feel comfortable, head down the stairs and across the area toward the statue.



Move to the right of the statue and press up against the low wall. Ethan will automatically climb up to the walkway at the top. Once you get to the top, a window appears and explains how to crouch down. You're approaching an area where there are guards, so crouch down now. While crouched, you move more slowly and quietly, and are less likely to alert enemies to your presence.



When you get to the gate, open it. It is not locked, so just press Use and head inside.



Move next to the wall on the right and press Hug Wall. This makes Ethan stand up and press flat against the wall. Move toward the corner and peek around. Around the next corner, you can see the back of a guard. Advance with caution.



Move away from the wall and crouch down. Cross the walkway and hide in the last alcove on the left. Wait until two guards walk past you and continue on around the corner. Then quietly move in behind the guard standing around the corner from you.



As soon as Ethan is behind the guard—or if he turns around and sees you—press the Hand-to-Hand attack button. If you took him by surprise, you can neutralize him with a single hit. However, you may have to press

the button several times to complete a combo. Don't stop when the guard drops to the ground. Jump up and hit him while he is down to finish him off, or he gets up after a bit and comes after you.



Don't leave the guard's body lying around. While standing next to it, press Body Interact to pick it up. Carry it into one of the dark alcoves and press the button again to dump it. Hiding bodies is important; other guards sound an alarm if they see a body lying on the ground. Wait in the alcove with the body until the two guards come back, and leave again.



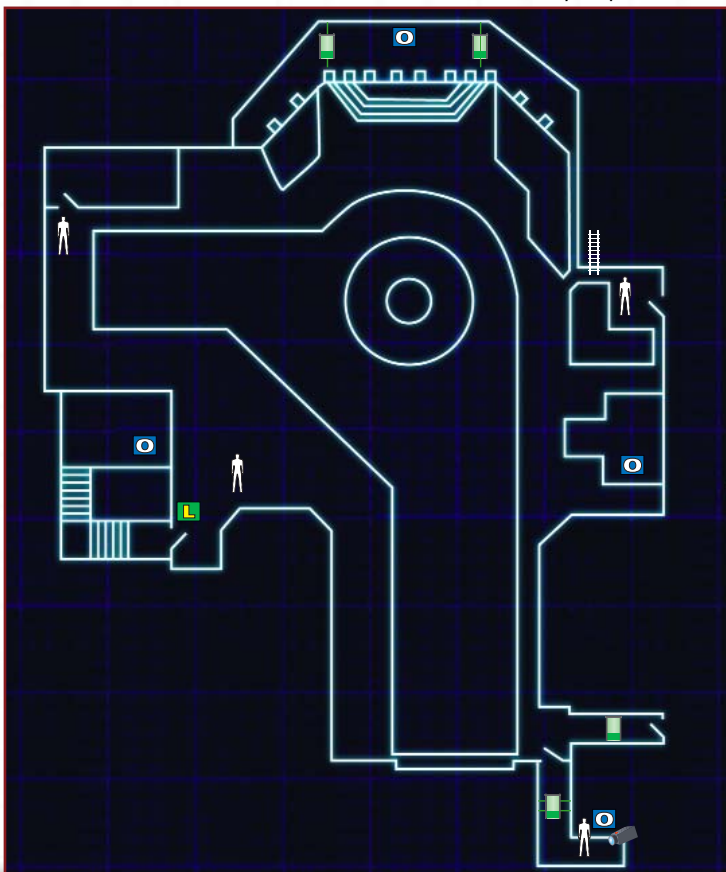
Continue on to the next gate and hide in the shadows to the right of the gate. You are waiting for a guard to make his rounds. Use Wall Hug and peek around the corner to keep an eye on the guard. He walks past the gate from right to left, and pauses.



As soon as he pauses, move through the gate.

Tip

Listen for whistling—this signals that a guard is patrolling nearby and heading your way.





Sneak up behind the security guard. Use Hand-to-Hand to take him out.

TIP

The guards can hurt Ethan, and they can also set off alarms. If this happens, you have a certain amount of time to deactivate the alarms before the mission is compromised and Ethan disavowed. There is an alarm box at the lower level near the telecom box. If the guard sets it off, take him out, and head to the alarm control box. Press Use here and Ethan hacks the system to shut off the alarm. To practice, press Use near the alarm and set it off yourself. Then try deactivating the alarm. In missions, note the locations of these boxes just in case an alarm goes off.



You can leave this body because no one else comes through here. Move to the telecom box and press Use to start hacking it. This allows Luther to access the security system and find information you need for the mission. You also get a new objective.

New Objective

- **Jasmine dropped your equipment in the garbage and you must find it.**



With the system hacked, use the RCV device to transmit the view of security cameras into Ethan's contact lenses. Select the gadget and press the Aiming Mode button to activate the view. The Fire button allows you to cycle the view between three cameras. Look through each to see what lies ahead of you. Press Aiming Mode again to return to normal view.



You need to get through the next gate, to the right of the telecom box. This gate is locked. Walk up to the locking mechanism and press Use. Ethan pulls out his electronic lock pick, or ELP, and unlocks the gate.



After going through the gate, crouch down and select the EWG. You must disable a security camera on the other side of the gate before continuing.

Aim the reticule on the camera. When you press Fire, the gun fires a dart that disables the camera and gives Luther control of it. From the van, he can then loop the video so Ethan can walk past the camera without setting off an alarm.



Now go through the gate and head down the stairs to the door. Before opening it, select your sonic imager. Press Aim to activate it. This allows you to see what is on the other side as you stand next to the door. When looking through this door, you see a guard with his back to you. Use the ELP on the lock and open the door.



When it opens, the guard starts walking away. Don't worry. You get him when he comes back. Move forward to the wall and hug it. Move to the corner and wait for the guard to come back. When he's adjacent to Ethan, press Attack and Ethan takes down the guard.



Leave the body where it lies and then climb up the ladder to the upper walkway. At the top, head to the left.



Turn and face the building, then press the Jump button. Ethan jumps up and grabs hold of the pipe.



Ethan can now shimmy across to the balcony opposite where he jumped up. Keep moving until Ethan is over the balcony, then press Use to drop down.



Before running around the balcony, drop to a crouch and activate your night vision. This allows you to see a couple of laser tripwires. Walk under the first while staying in a crouch.



As you approach the second laser tripwire, you see a security camera. Once again, use the EWG to disable the camera.



Move under the second tripwire and follow the balcony around and to the left. Pass through the door.



Continue out onto a ledge until you are overlooking the garbage area. Below is the equipment Jasmine dropped. Jump down onto the rubbish bin to pick it up and add it to your inventory.

New Objective

- Send Luther photographs of the two communications towers.



You receive a new objective. Before you can take any pictures, you need to get out of the garbage area. Select the Micro Cord device that you just acquired. Press Aim and then center the reticule on the pipe overhead. When you press fire, Ethan is carried up to the pipe.



Shimmy along the pipe until you are directly over a security guard below. Rotate your view to make sure Ethan is correctly positioned.



Press Attack and Ethan drops down from the pipe and takes out the guard with a single hit. Remember this attack.



You now need to find the communications towers. The first tower is across the courtyard. Turn so you are facing the fountain, crouch down, and then head past the left side of the fountain. To your right is a security guard. Stay low and to the left, and he does not see you.



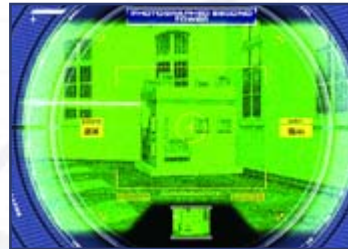
Keep moving past the fountain and then to the right a bit until you find the communications tower.



Select your Binocs and press the Aiming button to bring up the view. Center it on the tower as shown and press Fire to take a shot. You can zoom in if needed by pressing Use. Luther lets you know if the shot is good enough. If not, change the view a bit and try again. Luther can be picky.



With the first shot taken, move to the left where you find a gate. Use the ELP to unlock it and you're back at the ladder. Climb up it and shimmy across the ledge to the balcony again.



Continue past the first laser tripwire and take a shot of the communications tower next to the second laser tripwire. This completes your objective—and gives you a new one.

New Objective

- Luther arranged a meeting with the informer, and you must make contact.



Move under the second laser tripwire and toward the ledge leading to the garbage area. Stop before you drop down and use the Binocs to observe the security guard across the courtyard. You need to neutralize him, so watch his patrol path.



Now jump down into the garbage area and then use the Micro Cord to get out via the pipe. Walk along the wall toward the security guard. Note the alarm control box along the way, in case you need it.



Wait by the corner of the building until the security guard comes toward you, then turns around and begins walking away.



This is your chance to sneak up behind him. Be ready to rush the guard if he turns around and sees you.



If you can get behind him, press the Body Interact button, like you did to pick up bodies. This time, Ethan grabs the guard.



Now turn around and walk the guard back toward the gate leading to the informant. When you get to the lock, press Use to make the guard put his hand on the pad and unlock the gate. Then press the Attack button to knock him out.



Head up the stairs, where you meet with the informant. He gives you the laser cutter, which you soon need.

New Objective

- Escort Mikhail Marcou safely through the courtyard and leave the area.



You now have to get the informant back to the van. Before you leave, select the EWG. Aim and shoot it at the informant. It does not hurt him. You've fired a tracking dart that allows you to keep track of his location on your minimap.



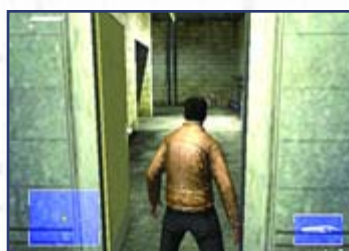
Now head back down the stairs and then straight ahead. As you pass by the planter, turn to the right. You see a couple large doors. To the right is an alarm control box. Remember it (just in case) and then head toward the small door on the left.



As you approach the door, activate your night vision to see laser tripwires blocking your way out.



Walk to the single door and press Use. It is locked. Press the button again and Ethan takes out the laser cutter and slices through the lock.



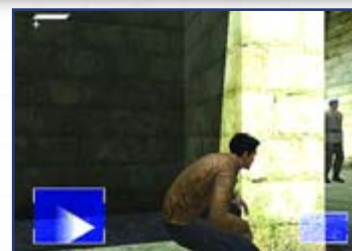
Once through the door, you see an open corridor leading to the control panel for the laser tripwires.



If you activate your night vision, you also see tripwires blocking your way.



Select the Micro Cord and fire it at a pipe above you. Your feet hit the laser tripwires if you try to shimmy across, so press Crouch to bring them up onto the pipe. Now crawl across the tripwires and drop down on the other side. You have to press Crouch again to lower your legs before dropping.



If you look around the corner, you see a guard. This is the one you could see using the camera hack. That means there is a security camera right behind the guard.



Lure the guard away from the view of the camera so you can deal with him. Hide in the shadowy alcove. Select the EWG and fire a distraction dart at the crates to your left.



As the guard moves toward the crate, fire one at the shelves and then another at the barrels. It may take a few more darts to lead the guard over to the barrels. When he's there and not looking in your direction, sneak up behind him and press Attack. Ethan takes him down.



With the EWG out, head around the corner and disable the security camera. You have just a few seconds to disable it before the alarm sounds.

TIP

If the alarm goes off, take care of the security guard and disable the camera, then run out the door—right through the laser tripwires—and take a left to get to the alarm control box. You have to shimmy over the tripwires again to get to the control panel.



Now walk over to the control panel and press Use. Ethan takes out the laser cutter and disables the laser tripwires inside this room as well as outside the door.



To exit the level, you need the hand-print of a security guard. Pick up the one you just knocked out and carry him out the door and to the pad on the right. Press Use to unlock the door and complete your objective.

The Streets of Vilistra

Briefing



Ethan and Mikhail prepare to leave the Ministry.

Having helped Mikhail Marcou get safely out of the Ministry of Information, you run into some serious trouble. Someone is aware of your little plan and assassinates Mikhail before you can get him to the van. The informant is no longer of any use, so Ethan takes the data disc and prepares to go after the assassin before making his escape. Several enemies stand between him and safety.

Initial Objective

- Pursue Mikhail's assassin through the Yugarian streets.



With Mikhail dead, Ethan is once again on his own. The first area has three guards. You need to take out the first one at the top of the stairs before he sees you and alerts the rest. Just run up and attack.



Wait at the top of the stairs and watch the guard at the bottom. He walks up the stairs a bit, then turns around and heads toward the gate. As he leaves the stairs, crouch down and head for the guard on the landing.



Sneak up behind him and then press Attack. Ethan lays him out cold. Now go after the last guard. Stand up and rush him, because he usually sees you approaching. Complete the attack combo to make sure he stays down.



Pick up the health pack near the gate and use it if needed. Use the laser cutter to get through the locked gate.

New Objective

- The mission is blown. Finish the remaining guards and meet Luther.



As you exit the gate, head right and make your way down the road. Luther tells you to abort the mission. It is not worth going after the assassin. Neutralize the rest of the guards so you can get away.



Continue down the street. You take a left and head up some stairs. As you approach an opening on the left, crouch down and halt.





Select your tranquilizer gun, aim, crouch down and sidestep to the right until the first guard comes into view. Fire a dart at him and then sidestep back to the left. The dart takes a second to knock out the guard. Repeat the process for the second guard.



With the guards down, Ethan can use the laser cutter to get through another locked gate.



Before you exit the room where the guards were located, walk over to a pedestal on the right and pick up the IP 45. Switch to this new weapon, because you need it to get past the five remaining guards.



Take a right and run down the street to the place where the road makes a right turn. Around the corner is the trouble.



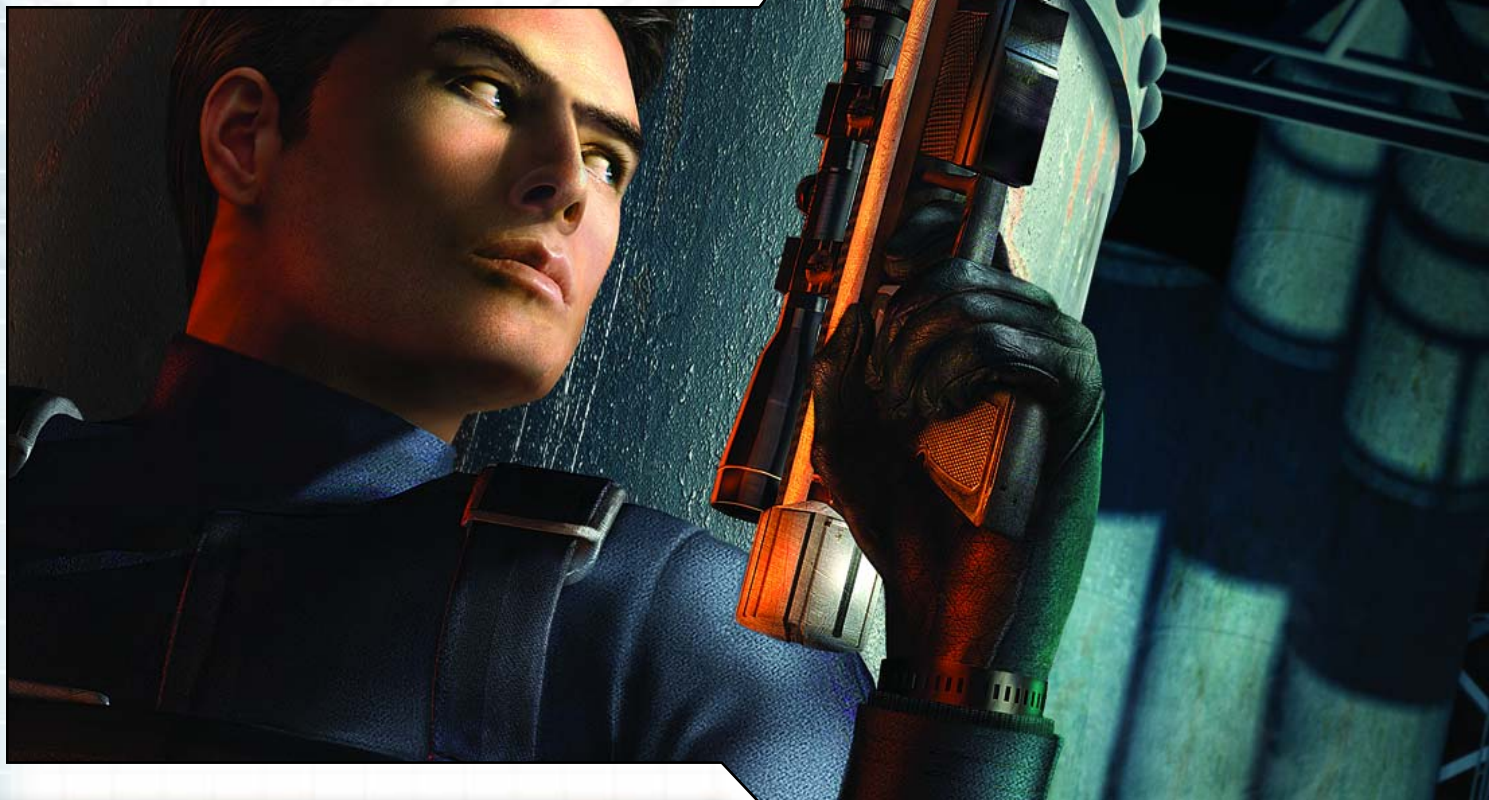
Crouch and press Aim to bring the IP 45 up to use. Sidestep left until the first guard is in sight. You can target different parts of the guard's body. Aim for the head and fire. Head shots kill with one shot. It is worth taking the extra half-second to aim for the head, or you'll have to fire several shots to take down an enemy.



Once one guard is down, sidestep to the left a bit more to take out the next.



Four guards are on the ground. Some hide behind crates. The fifth is on the tower to the right. He is hard to see, so let your targeting reticule find him and fire away. Once all guards have been eliminated, the mission ends. Good job! You are now ready for more difficult assignments.



Los Muertos Research Facility



Following clues from your meeting with the informant, the IM Force learns the informant was part of a plan to steal information from the Los Muertos research facility. This top-secret facility develops all manner

of advanced weapon systems for the U.S.

You must infiltrate the complex and discover the extent to which it has been compromised. Also, you must get any additional information as to what was going to be stolen.

Should you or any of your IM Force be captured or killed, the secretary will disavow any knowledge of your actions. This briefing will self-destruct in five seconds.

Helipad and Entrance

Briefing



You need photos of both these people so masks can be created for disguises.

This mission is fairly straightforward. You need to deal with four security guards and four security cameras. They are separated so you can deal with one at a time. Avoid setting off alarms, because the alarm control panels are not always near you. As usual, stealth is the best tactic, although in a few instances, it is best to run after a security guard and take him out before he can respond to your presence by shooting you or sounding an alarm.

Initial Objectives

- Take a clear photo of Dr. Norton's face with the digital binoculars.
- Take a clear photo of a guard's face with the digital binoculars.
- Transmit both photos to Luther for mask fabrication.



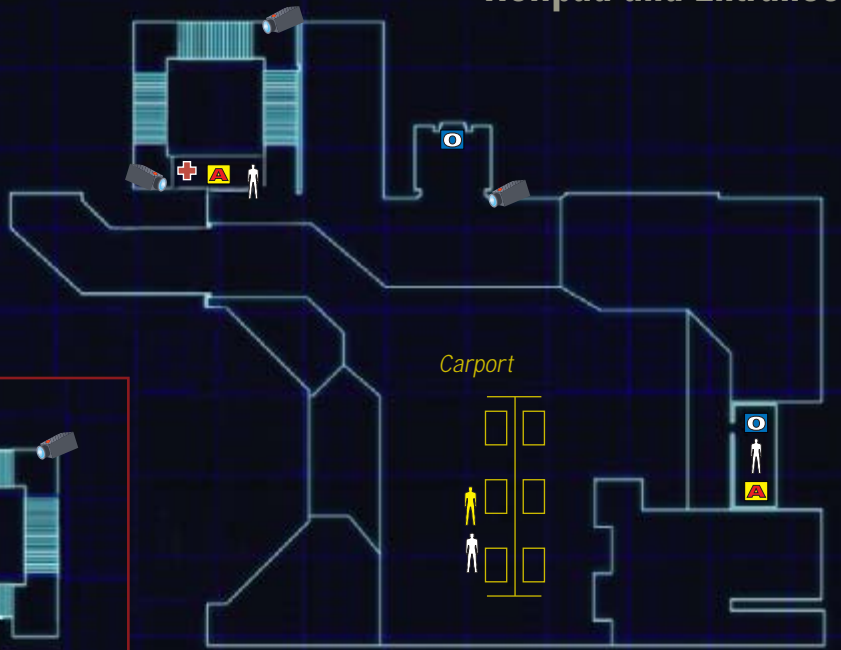
Ethan rappels into the research facility near the helipad. You must find a way inside.



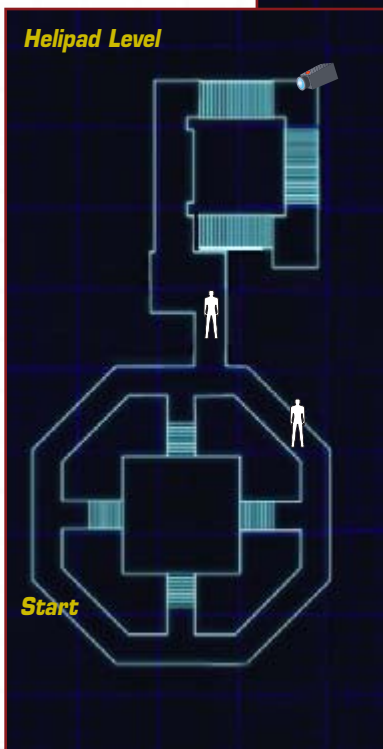
Ethan starts off the mission overlooking the helipad. The stairs leading down to the entrance are to the left. Two guards patrol the area between the stairs and the helipad.

Ground Level

Helipad and Entrance



Helipad Level



Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door



Shortly after the mission begins, the helicopter takes off. Don't worry about it. Instead, turn to your left and hop down to the platform below.



If you look up, you see a wire overhead. Pull out the Micro Cord and fire it at the wire.



Shimmy across the wire to the walkway surrounding the helipad. Drop onto the walkway as a guard walks below to take him out.



Take a left and head toward the stairway. Keep an eye on the other security guard.



Try to advance while the guard is looking away. He will see you eventually. When this happens, stand up and run to attack him, using hand-to-hand combat.



Continue to the stairway. Off to the right, you see the first security camera.



Wait until the camera turns away from you. Watch it from around the corner or by watching the minimap. Either way works, but the minimap shows the camera's field of view exactly.



When it is clear, make your way to the camera and wait under it until it turns back to view up the stairs. This is your chance to head down the next flight of stairs.



Use the same tactic to get past the second camera. This time, use the minimap to time it just right.



You may not have time to rush past the third camera, so use the EWG to fire a disabler dart at it. Be sure it is looking away when you move around the corner to fire.



Wait at the corner by this third camera and watch the area at the bottom of the stairs. You are waiting for a phone to ring in the office below.



When a security guard enters the office at the bottom of the stairs, head down and continue past the window. Stay low so the guard inside does not see you. Continue inside and take him out with an attack combo.



You can leave the body here. A health pack is at the back of the office. Also note the alarm control box. If you want to use the monitor box, you can see the views through the security cameras.



Don't spend a lot of time in the office. The doctor is on the move. Make your way to the rocks across from the office and hide in the shadows.



Make sure you have a good view of the entrance to the facility.



Then pull out your BCM and wait for Dr. Norton to head to the entrance. When he gets near the entrance, the doctor turns and faces you momentarily. This is your only chance to get a shot of his face. Take the picture, but do not harm the doctor.



A security guard patrols the parking lot in a clockwise direction. Move so you are still hidden but can see the right side of the parking lot.



Pull out the BCM and zoom in the view so you can take a shot of the security guard's face for Luther. That takes care of the first objectives.

Tip:

If you shoot a car with the EWG, it will set off the car alarm. This will distract the guards allowing you to sneak past or take them out. This can even get them out of offices.

New Objective

- Hack the security computer and Luther unlocks the base doors.



You now have to get to the security computer in the office on the opposite side of the parking lot. You could take out the security guard, but just tag him with a tracking dart instead. You can then monitor his location on the minimap.



Fire a disabler dart at the security camera near the entrance so you do not have to worry about it.



Wait for the guard to move away from you and around to the other side of the parking lot. Then head past the entrance of the facility.



You can hide behind these rocks if necessary. The shadows conceal you.



When it is clear, continue on to the security office.



Open the door and take out the guard inside with a hand-to-hand attack. If an alarm is sounded, you can deactivate it at the alarm control box in this office.



Now hack into the security computer. Walk over to it and press Use.



Crouch down and watch out the window or on the minimap for the security guard outside to pass by.



When he is on the other side of the parking lot, exit the office and head for the rocks to your right.



Hide behind a rock until the security guard makes another round.



Then rush to the door. Luther unlocks it for you. Press Use to open it and enter the next level.

The Main Entrance

Briefing



You are inside the facility, but there is even more security here than there was outside.

This is your most difficult level yet. You can get past most of the security, but you have to keep an eye on a guard in a security booth. He can be tough to see at a distance, but he sounds the alarm if he sees you. To complete your objectives, you only need to deal with one guard; avoid the rest. Look around for shadows in which you can hide. Also, remember that guards forget to look up. Take advantage of pipes to get around unseen.

Your first task is to eliminate Dr. Norton, then access his computer. Along the way, you have to provide an opportunity for a member of your team to enter and provide you with a disguise that you need to get to the next level. You can complete this level even if an alarm is raised, but the guards shoot to kill and you have only 30 seconds to deactivate the alarm before the mission is a failure. Stay out of sight.

Initial Objectives

- Find and disable Dr. Norton.
- Enter Dr. Norton's office and hack his computer for information.



Ethan starts out at the facility's security checkpoint. You can't get through the metal detectors without setting off an alarm.

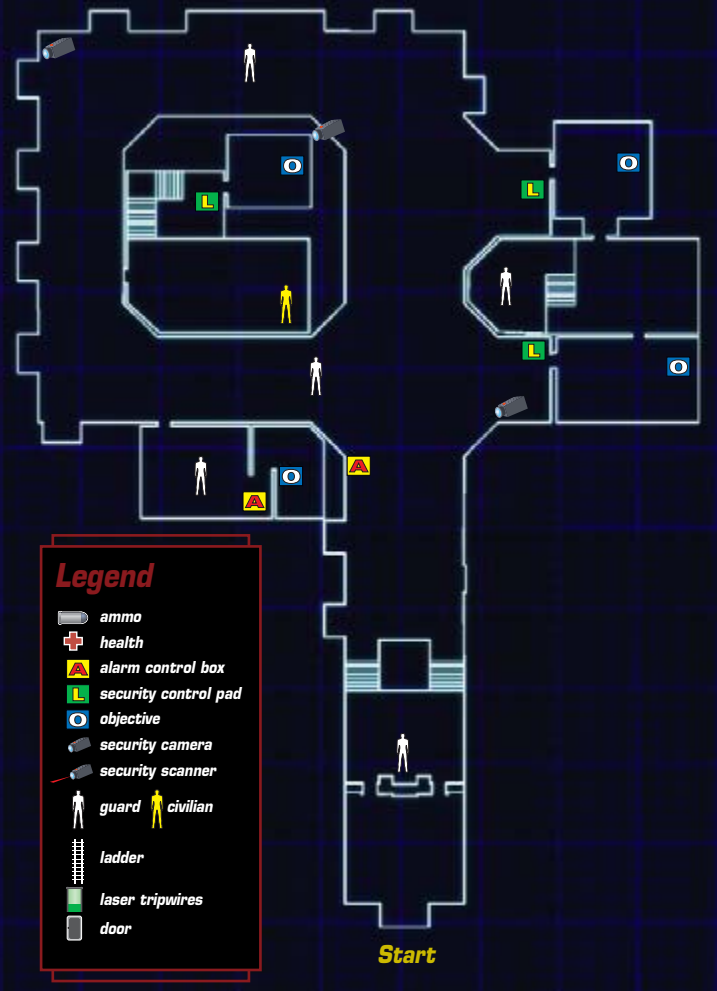


However, there is a pipe above you. Select the Micro Cord and get up onto the pipe.



Shimmy across so you are on the other side of the checkpoint. A guard should be below. If not, wait until he returns, then press Attack to drop down and take him out.

Main Entrance



Head up the stairs to the left. This puts you along a wall with a couple shadowy alcoves in which you can hide.



While hidden, use your BCM to watch the guard in the security booth. He moves back and forth between consoles a couple of times, then heads down some stairs to a coffee machine. Always wait until he is away from the consoles before moving about.



A guard patrols in a clockwise direction. When he has passed and it is clear, head to the second alcove. Disable the camera to the right of the security booth.



Continue on to hide behind the file cabinets. Take out the EWG and fire a tracking dart at the guard on patrol so you can use the minimap to see where he is. After firing, move into the corner by the desk so he does not see you.



After the patrolling guard is around the corner and the other is getting coffee, follow the patrolling guard around to the left. Hide in the shadows here.



Watch for the break room to your left. A guard inside sounds an alarm if he sees you. Stay in the shadows while he is visible in the window.



Continue to the door for the conference room. Open it and enter.



Sneak up behind Dr. Norton and grab him by pressing Body Interact. Knock him out with Attack if he sees you.



Take the doctor, conscious or not, down the stairs and have him use the hand panel to unlock the door to his office.



Once inside, knock him out or dump his body in the corner.



Now head over to the computer and hack it to complete your objective.

New Objective

- Log Dr. Norton out of the security computer.



Before you rush out to take on your next objective, stop by the door and take out your sonic imager. Activate it and you see a security guard come down the stairs to give Dr. Norton a message. Stay put; the guard heads back up the stairs and exits. Now you can head back up to the door of the conference room.



Check the minimap to make sure the patrolling guards are not headed your way. Exit and head to the right, hiding in the shadows. You need to disable a camera. Wait until it pans away, then use the EWG.



With the camera out, make sure the patrolling guards are not coming, then walk toward the corner with the camera.



Use the Micro Cord to rise to the pipe up above your head, then shimmy across toward the second security camera. Drop onto a platform and hide.



There is a guard along the northern wall. From your vantage point in the shadows overlooking the hallway, use the tranq gun to knock him out. Pick up the body and hide it in the shadows near the crates. When the patrolling guard comes around, do the same to him and hide the body. This clears the halls for you.



Wait for the guard in the booth to get some coffee, then disable the camera above you.



Quickly climb up the ladder on the other side of the camera. When you get to the top, use the Micro Cord to ascend to the pipe.



Shimmy across the pipe toward the locked door. From this position, you have a good view of the guard in the booth.



When he heads for more coffee, and the patrolling guards are away, drop down and run over to the electronic lock. Pick it with the ELP, then enter the room.



Use the computer to log out Dr. Norton. Use the console opposite the door to security booth. This will allow you to use the RCV to watch the guard in the booth.



This makes the security system think Dr. Norton has left. Now Spelvin, in disguise as the doctor, can enter the facility through the metal detectors and it appears that Dr. Norton has returned.

New Objective

- Rendezvous with Spelvin in the conference room.



Wait by the door to the security booth. You cannot open it, but you can see through the window. Stay crouched down. When you see the guard headed your way and the patrolling guards are across from the break room, stand and run out the door.



Find cover in the shadows along the corridor between the two security cameras.



After the patrolling guards pass by, make your way to the conference room and meet with Spelvin.



Spelvin gives you a guard disguise. This allows you to walk around without alerting the guards.

New Objective

- Locate a security badge to complete your disguise.



To exit this level, you need a security badge. Exit the conference room and head for the break room.



Enter the room and continue around the corner to the lockers. You can pick up a badge from another uniform.

New Objective

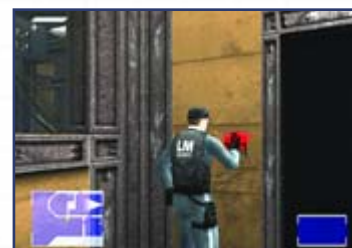
- Pass through the security door and enter the weapons lab.



As you leave the break room, pick up the health pack. You may need it later.



Now make your way toward the door to the right of the security booth.



Walk up to the door and use the door. The guard in the booth lets you enter.



Cross the room to the double doors on the other side and exit to the next level.



The Weapons Lab

Briefing



The weapons lab is a dangerous place. Be careful.

This level is short, but not so sweet. There are only two other people here—a scientist and a guard. They are not your biggest threats. Instead, you have to get past a couple of automated gun turrets. Spend some time observing and thinking during this level and you save a lot of time in the long run. Try to rush through, and you die quickly.

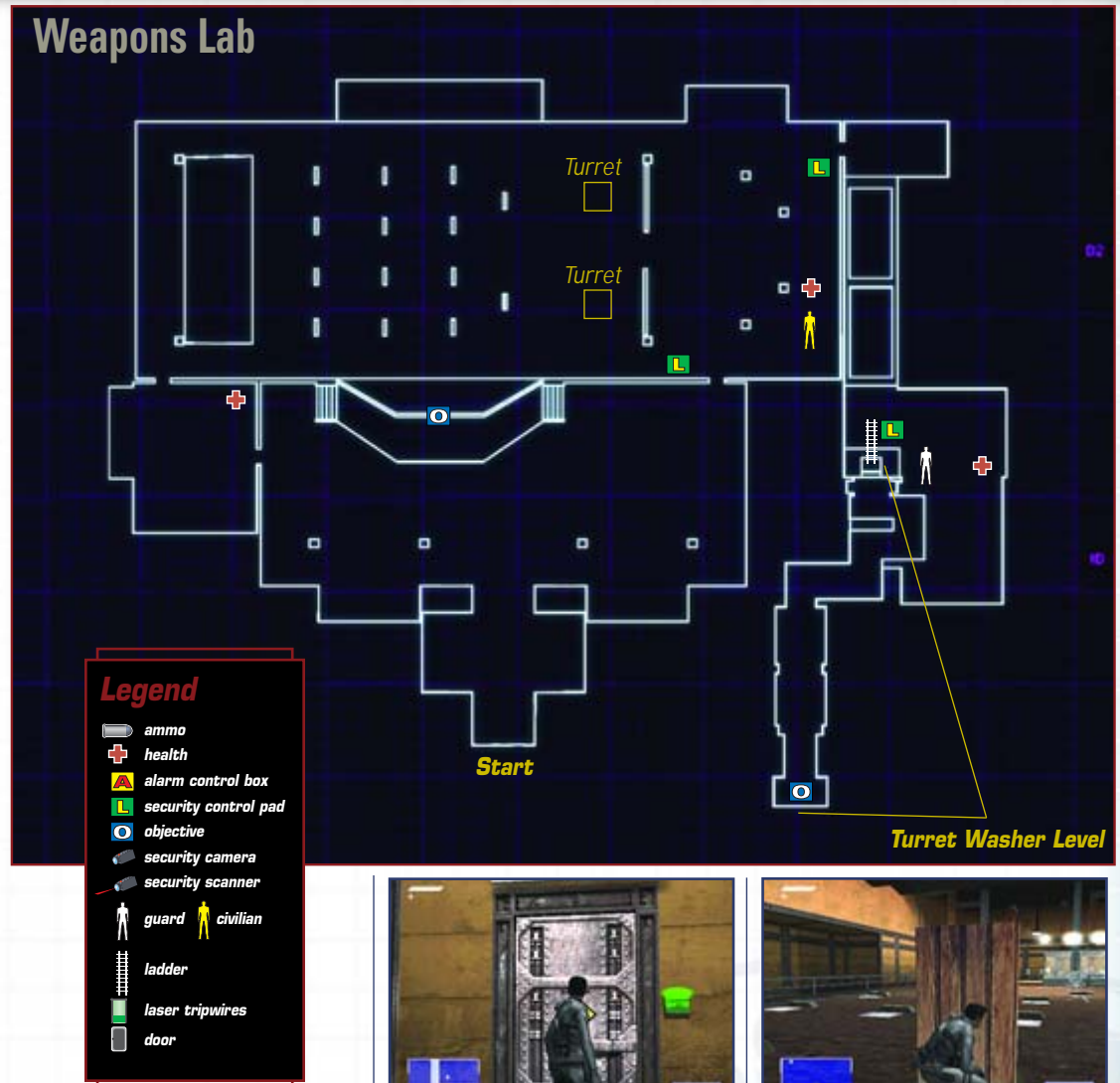
Initial Objectives

- Navigate safely through the testing range and enter the computer core.



At the beginning of the level, walk forward and onto the platform overlooking the weapons testing. Take some time to watch the pattern in which the targets pop up. Once you have it down, use the computer console to shut down the test.

Weapons Lab



Turn to your left and head for the steel door. Open it and enter the next room.



On the table to your right is a health pack. Pick it up; you'll need it for this level.



Now head through the steel door into the weapons test area. Since the test has been shut down, this door is unlocked.



As soon as you enter the test area, the scientist starts the test again. Move quickly or you will be shot down.



Head for the metal square second from the right. You should get there just as the target is rising. Crouch down and hide behind the target while the turrets fire.

TIP

You may take some damage even while hiding behind the targets. If it gets to be too much, use the health packs you picked up at the start of this level as well as the one from the previous level.



Once the target lowers, head for the metal square to the right. Use the targets for cover. Follow the pattern to get through this area. From here move forward and to the left. Then move right.



Once you get to the closest targets, there is only one on each side instead of a pair. Move to the closest one and wait for the turrets to pause.



As soon as the target drops, stand and run for the gap between the gun turrets. They both start to track you and end up shooting each other.



Continue moving toward the scientist at the computer on the right.



Knock him out, then pick up the body.



Carry the scientist over to the door on the left and use his hand to get through the security lock. Drop the body when you are done.



You are now in an area where gun turrets are being cleaned. Use your Micro Cord to get up onto the cable above your head. Watch out for the turret. It knocks you off the cable if it touches you.



The turret is first lowered into the green tank, then the white tank, before being taken to a heating element to dry off. The white tank damages you a bit, so get out quickly.

Falling into the green tank kills you immediately. While hanging, watch the turret. As soon as it dips into the white tank, move as close to the turret as possible.

Tip:

Ethan can also Wall Hug along the edge of the tanks as an alternative to using the Micro Cord cable.



When the turret moves for the heater, shimmy along the cable as fast as you can. Drop to the ground once you are past the green tank and before the turret heads back toward you. There is a guard to the left of the ladder; if you are quiet, you can sneak past him.



Climb up the ladder and move toward the metal casing to climb onto it. Use the panel to shut off the heating elements above.



Make sure the turret is gone, then climb up into the heater. Move past the elements and around the corner to the left.



Continue down the passageway to the double doors at the end. Open the doors to complete the level.

The Computer Core

Briefing



You have to get to these backup archives to access files and see what has been going on at Los Muertos.

This level is more involved than the last. In addition to guards, you have to deal with security systems featuring lots of laser tripwires. There are also three puzzle-type activities in which you must access computer files within a certain time limit. Aside from the puzzles, there is no need to rush. Use stealth and patience to get through without setting off any alarms.

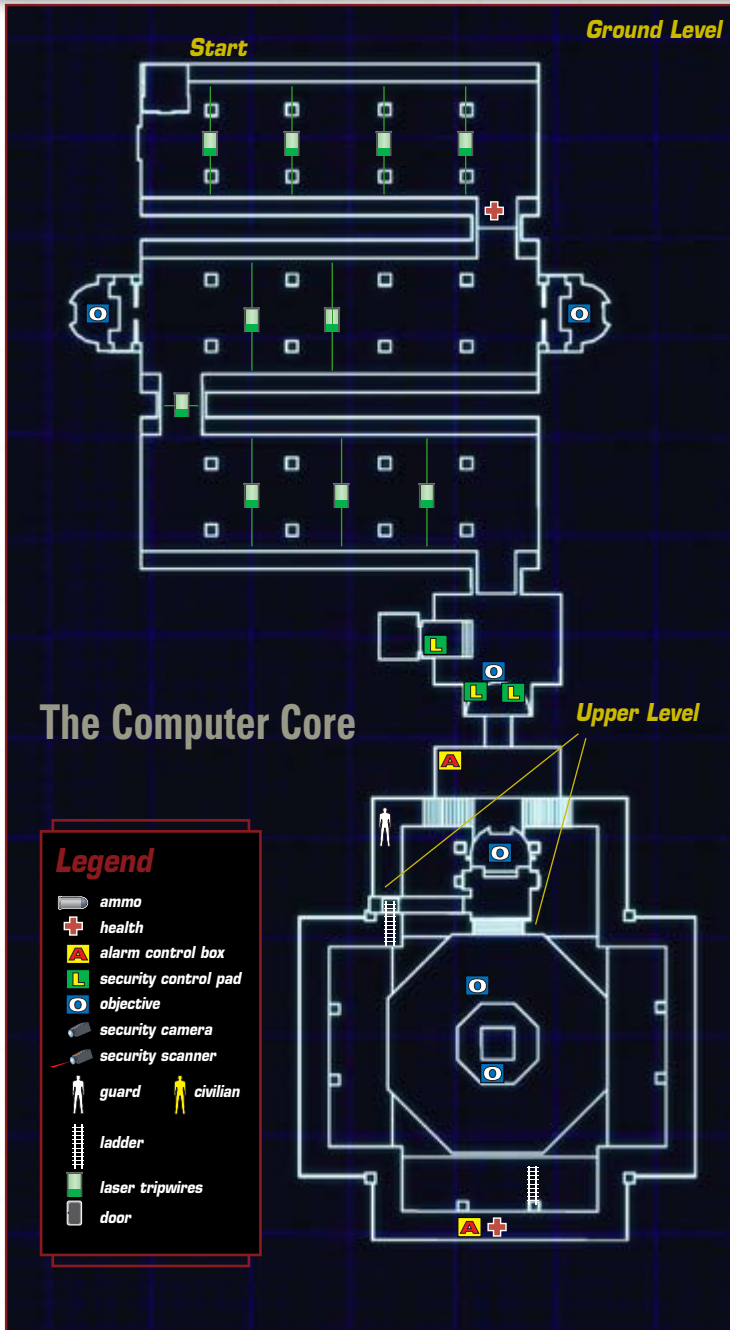
Initial Objectives

- Retrieve files from data archive A.
- Retrieve files from data archive B.



Ethan begins on a catwalk overlooking an empty corridor. Activate your night vision and you see it is filled with laser tripwires.

Los Muertos Research Facility



The next gap is along the left wall. Hug the wall and move through it.



You need to use the Micro Cord to get to a pipe. This time bring your legs up, because you've less clearance than previously.



Shimmy to the end of the pipe and lower your legs. Drop to the floor below, there is a health pack on the wall.



Climb down the ladder and crouch. Move to the right side of the first laser grid and move through a gap.



Locate a pipe above your head and use the Micro Cord to reach it. Shimmy through a gap in the next laser grid.





Move forward and over to the gate on your left. You must use the laser cutter to open the gate to access the backup files.



Once inside, hack the panel on the left to shut down the mechanical arms.



Now pull out the Micro Cord and aim at the metallic square above you. Unlike previously, you have control over your elevation. Follow the onscreen instructions to lower and raise yourself as well as to position yourself horizontally.



Lower yourself to the first red data file. Rock back and forth until you can reach it. Once near it, press Use to access it. You have 90 seconds to

access all three files. When you have all three, lower yourself to the ground and exit the gated area.

NOTE

Don't worry if you can't get all three files in a minute. The puzzle resets and you can try it again. You don't have to start the level over again.



The next corridor requires timing. The laser grid is moving toward you. Crouch down and move through gaps that appear to the left and right until you get to the other end of the corridor.



Use the laser cutters to access the second data archive. Use the same tactics as before to access five files in a minute and a half.



The third corridor has the moving laser grids. Just crouch down and move through the gaps as you did in the last corridor.



Continue to the end of the corridor and exit through the steel door on the right.

New Objective

- Retrieve files from data backup C.
- Gain access to the computer core.



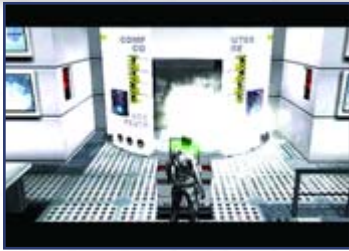
Ethan finds himself looking at the secure entrance to the computer core area.



Two control panels are on the door. Hack each of them.



Move to access the terminal.



This causes the doors to open and allows Ethan to enter the core area.



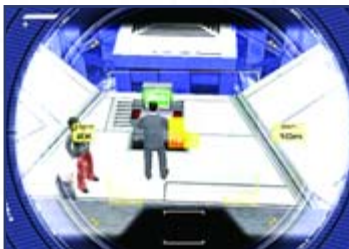
Enter and head upstairs to the right.



Now you need to get data archive C. Climb the ladder to an upper walkway.



As you move along, you see that a three-person tour is about to enter the core area.



At the end of the walkway, you can look down at the terminal below. Use the Binocs to observe what the terminal operator types in to access the

computer core. You need this information for later. You also notice Sofia begin a download action. You only need to observe and not take a picture.

New Objective

- Hack the computer core to piggyback on Sofia's download.



After the tour leaves, turn around and access the files in the third data archive. This is tougher, because you have to get eight files and cannot shut down the arms. Flip to vertical as the arms approach to avoid getting hit. Or you can swing back and raise or lower yourself as the arms move by.

NOTE

If you are not able to see the code being entered, you will have to access control panels on the lowest level. To reach them, after retrieving the files from data back up C, head down the ladder and deal with the two guards. Then follow the walkway around to the rear of the room to locate a ladder leading down to the lower level. The two control panels are located to either side of the computer core. Hack both of them and the core will rise up allowing you to access the control panel at its rear.



Once you have all the files, head down the walkway and descend the ladder.



As the tour leaves the area, a couple of security guards enter. One is patrolling the walkway on your side of the room. Hide in the shadows until he approaches, then take him out.



Do the same to the guard on the other side. Use the shadows to hide your advance and take him out. If the alarm sounds in the high security area, the mission is failed and you cannot disable it.



Now move over to the terminal and access the computer core.



Once the core rises, move around to the back and access the control panel to piggyback Sofia's download.

New Objective

- Proceed to main office floor through the secure elevator.



It is time to leave the computer core area.



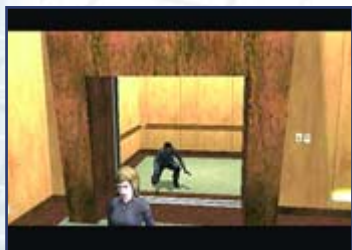
As you get near the doors, use the controls on the right wall to open the secure doors.



Exit the core area and take a left toward the elevator. You have to hack the controls. Then enter the elevator and use the panel. Once you do, the level is complete.

Office Area

Briefing



Ethan makes it down to the offices to access more computer files.

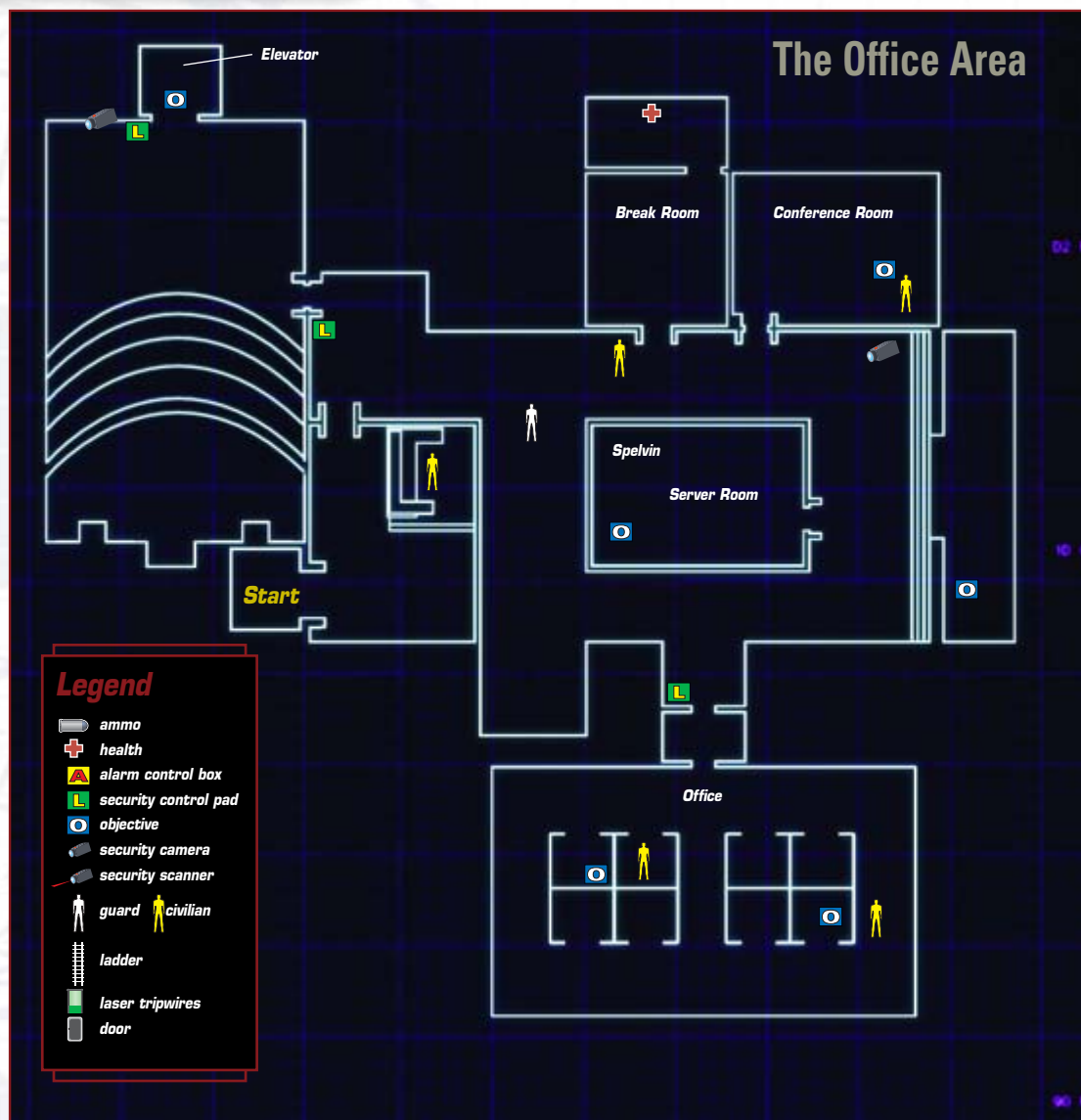
This level is well lit—no more running about in the dark trying to avoid invisible laser tripwires. Instead, you have to avoid a security camera and a single guard. If you take your time and use caution, you won't have trouble completing the objectives.

Initial Objective

- Grab a scientist and take him to Spelvin in the server room.



Ethan begins hiding by the door to the elevator. Your first task is to get past the secretary and into the main part of the office.



Shortly after the secretary walks away from the elevator, her phone rings. This is your chance to sneak past. Crouch down and make your way toward the hallway.



Halt at the wall so you are out of the secretary's sight and not visible to the guard and scientist in the hallway.



When the two start walking away from you, move out into the hall. The scientist walks ahead and then left into a break room. The guard heads down the hallway to the right.



Use the EWG to fire a tracking dart at the guard. Hide around the corner after firing because he may look in your direction. This allows you to see where the guard is on your minimap.



Shoot a disabler dart at the camera before following the scientist into the break room. Grab him from behind and lead him into the dark back room.



You have to wait for the security guard to make his rounds and pass by the break room.



When it is clear, take the scientist out the door and down the hall to the left. The minimap shows you the room where Spelvin is waiting. Take the first right, then enter the door on your right.



Lead the scientist over to Spelvin, who interrogates him.

New Objective

- Locate all four computer codes and erase sensitive data from the server.



The scientist does not have all the access codes Spelvin needs. You have to search the office area for four more codes.



You no longer need the scientist, so Ethan knocks him out.



Walk to the door and check your minimap. Wait for the guard to walk past you and around the corner before you exit. Walk straight ahead to the waiting area.

TIP

You may be tempted to knock out the security guard. If you do, another

guard shows up a short time later. If knocking out the first guard becomes necessary, hide his body so the replacement does not see it and sound an alarm. Alternately, you can use the Sonic Imager to check for the guard before entering the hallway.



To the right you find a PDA on a table. Pick it up to get the first code.



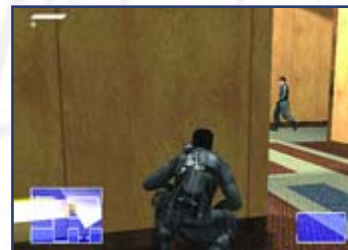
Now head for the conference room to get a second PDA.



A scientist is inside. Sneak up behind him and knock him out, then pick up the PDA.

TIP

If you are quiet and time it just right, you can avoid knocking out the scientist in the office.



Wait again for the guard to pass before exiting. Then follow him around through the hallway, being careful to stay out of sight.



Make your way to the office room. You need to hack the security lock to get through the door.



This room contains two roaming scientists. Knock them both out before they can sound the alarm.



Hide the bodies in the cubicle so they are out of sight. Access the first computer indicated on your map to get the third code.



Go around the corner, then all the way to the other side of the room.



Now access the computer indicated on your map to get the fourth code.



Head back to the server room and enter the codes. Check to make sure the security guard is not around before exiting into the hallway.



Continue to the computer terminal in the fenced area and enter the codes. This gives Luther further access into the system.

New Objective

- Exit through the secure elevator to meet Spelvin in the biolab.



Make your way to the elevator in the large conference room. Make sure the security guard is headed toward the offices, then exit the server room. Take a left and head toward the secretary's desk.



Instead of turning left to the secretary, move forward and to the right to the security panel. Hack it to unlock the door to the large conference room.



Use the EWG to disable the camera in this room.



Now you have to hack the console to unlock the secure elevator.



Once the doors open, enter and use the controls to send the elevator to the biolab.

The Biolab

Briefing



The biolab contains some nasty germs. Time to disinfect.

This is a quick mission. You have only a single security guard to deal with right from the beginning. Once you take care of him, all you have to do is destroy the viruses and get out of the biolab.

Initial Objective

- Use the incubator controls to destroy all three neurodioxin viruses.



You begin in a room overlooking the biolab. Head to the steel door and open it. Crouch down and exit.

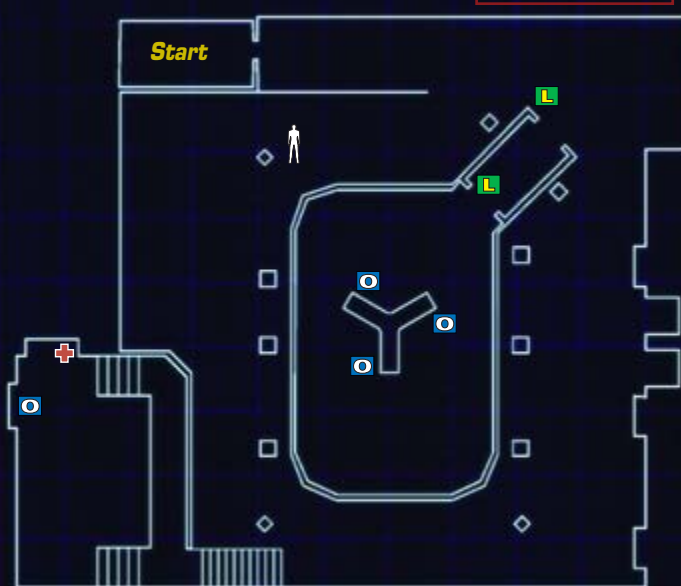


A security guard walks past you. Head down the ramp and follow after him.

Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door

The Biolab



TIP

The hiding areas in the shadows cast around the inside of the lab can help Ethan safely sneak up to the patrolling guard.



Sneak up behind the guard and grab him.



Take him to the biolab entrance and have him use his palm to get through the first door.



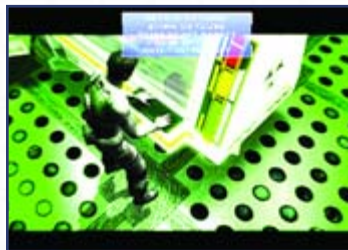
You need to use the guard to activate the panel inside the decontamination chamber.



Once the decontamination process has begun, you can knock out the guard. When the doors open, enter the biolab.



Walk over to the first incubator and stand by the keyboard marked "Control." Make sure you can see the red, yellow, and green bar on the right. Press Use to raise the temperature into the yellow zone. You have to press and release the button continuously to keep the temperature in the yellow. If it drops to green, you have to start the timer over again to kill the viruses. If the temperatures rises into the red, the incubator breaks and releases the virus, ending the mission in failure.



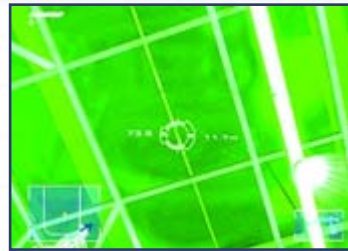
After the first virus has been killed, move to the second incubator and repeat the process. Gas is pouring into the room now, so make it count.



The gas is starting to affect your vision, so rush and kill the virus in the third incubator.

New Objective

- **Escape the biolab cage before succumbing to flooding gas.**



You now need to get out of the bio-lab—and fast. Take out your Micro Cord and aim up at the pipe above. Fire through the glass of the biolab and rise to safety.



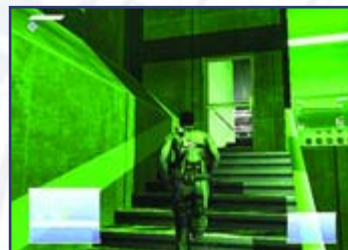
You set off alarms, but that does not matter. Shimmy over to the ledge above the security booth and drop down.

New Objective

- **Leave through the security booth.**



Hop down to the floor below.



Climb up the stairs and enter the security booth.



Continue past the control consoles to the other side of the room.



When you get to the steel door, open it to exit the level.

The Basement

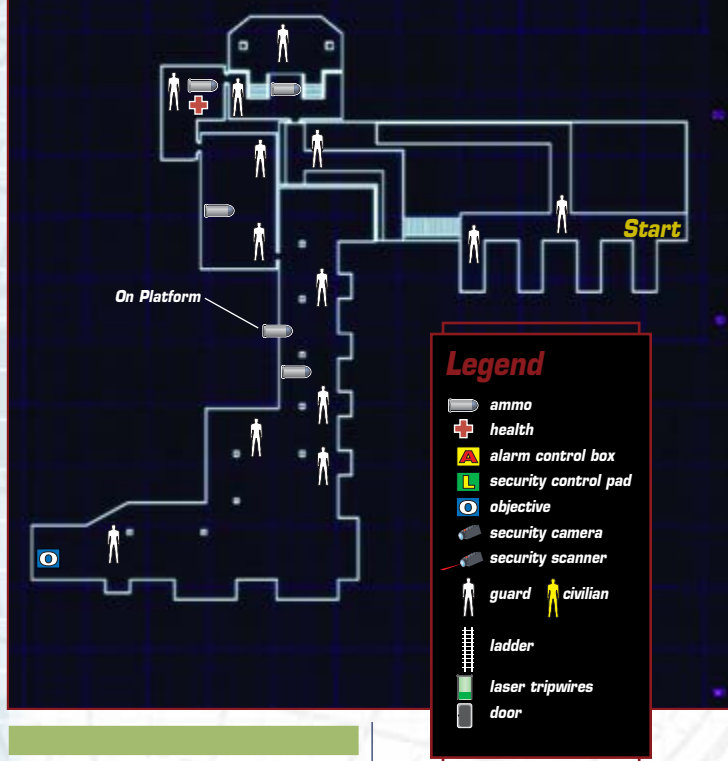
Briefing



Get ready to do some shooting.

This level is pure shooting. No puzzles to solve and no sneaking around. Just take out all the enemies.

The Basement



Initial Objective

- Make your way past Jong Ho Li's henchmen.



When you regain control of Ethan, run forward to the dead security guard and pick up his IP 45. Crouch down and take cover in the alcove to your left. Peek around the corner to take shots at the henchmen.



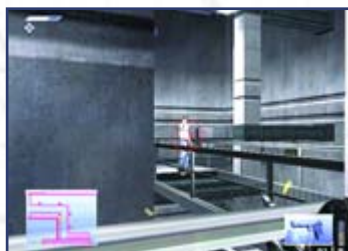
There are two on the catwalks, so expose yourself to only one at a time. Once you take out the one to the right, deal with the one farther away and on the left.

TIP

The enemies like to hide behind objects during a gunfight. A good tactic is to aim where their heads pop up and wait. When one shows himself, take him out with a single shot to the head.



With the first two henchmen neutralized, head up the stairs. Keep your pistol drawn and ready to fire to your right.



A third henchman is on the walkway to your right. Quickly take him out.



It is now time to head into the next room. Be careful; two enemies are inside.



Face to the left as you sidestep through the door and you can take out the first henchman by the other door.



While maintaining this perspective, back up to find cover behind a short wall, then eliminate the second henchman when he heads over by the door.



On the console you find some more ammo for the IP 45. Pick it up, because you need it.



Head for the door near the dead bodies.



In the next room you find another henchman. Shoot him!



Pick up some more ammo as well as a health pack before you exit through the next door. Crouch and have your gun drawn as you open the door.



An enemy awaits as you open the door. Take him down.



As you enter the room, another henchman enters to your right. Drop him as well.



With the room now clear, use the Micro Cord to ascend to the pipe overhead.



Shimmy over the fence to get past a locked gate.



Drop down and pick up some more ammo.



You can open the gate from the inside, so there is no need to use the pipe to get out again.



Now pull out your IP 45, crouch down, and head for the next door.



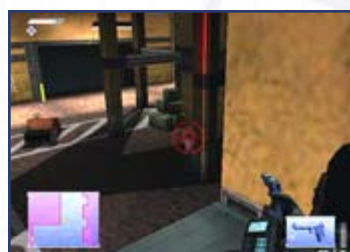
As you move into the large warehouse-type room, look to the right and take out the first henchman.



You can climb up these crates to get to a higher platform.



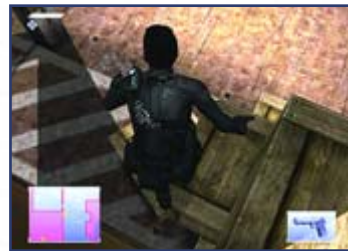
From up here, you can shoot down on the henchmen below. There is usually one off to the left...



...and another straight ahead below at the end of the platform.



Don't forget to pick up the health pack and ammo up here.



Head back to the crates and drop to the ground floor.



A henchman should be behind some crates below the platform above. Take him out.



The make your way around the corner to the right. Another henchman is behind a pillar up ahead.



Keep the pillar between the henchman and you, and you can get in close for the kill.



When the action music dies down, you know all enemies are neutralized. Head for the double doors at the end of the room to exit the level.

Disarming the Bombs

Briefing



Jong Ho Li orders explosives to be set around the area.

This is another shooting level. You have to take out several enemies. You must also deactivate three bombs set by Jong Ho Li's men. There is no need to hurry to get to the first bomb, but once it is deactivated, it starts a timer on the other two. Then you have to get a move on.

Second Level



Ground level



Basement

Disarming the Bombs

Catwalk Level

Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door



Pick up some more ammo as well as a health pack.



Then use the console to unlock a door to the room where the first bomb is located.



Head over to the door with the green lit panel. It opens when you press Use.



Three henchmen are inside. Take them out one at a time. You can get two as they come around the corner.



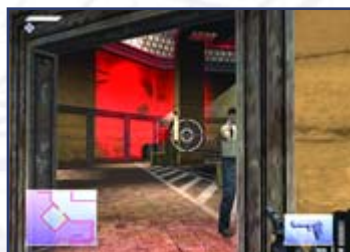
Then take out the third with a long shot—unless he comes to you.

Initial Objective

- Disarm all explosives placed by Jong Ho Li.



Ethan begins with his back up against a wall. A single henchman patrols the room behind him.



Drop to a crouch and pull out the IP 45. Drop the enemy as he walks by.



Turn to face the doorway to the right. As you step out of the room in which Ethan begins, another henchman comes through the doorway. Shoot at the explosive barrel to take him out with a single shot.



You find some ammo on a crate in front of you.



Head through the door to this little office.

Los Muertos Research Facility



At the end of the room and on the right you find the first explosive. Hack it to deactivate it.



Head for the exit to the room. You have only five minutes to take care of the other two bombs. Get your pistol out and ready as you open the door. Take out a henchman to the right.



A second henchman is to the left, waiting to shoot you as you exit.



This area is now clear, so head around to the left and climb up the ladder to the satellite dish.



Once at the top, go around to the right to locate the second explosive. Disarm it.



Head for the stairway leading to the lower level where the third and final explosive is located.



There is one henchman in the stairwell, so have your gun drawn and ready to dispatch him.



When you get to the bottom of the stairs, be ready for more trouble. Three henchmen are in the next room. Stay in the stairwell and engage the enemies as they come into view through the doorway. This gives you some cover.



After all three are down, run into the room and grab some ammo on a crate.



Continue onto the small office, where you find more ammo and a health pack.



While there, use the console to unlock the door to the room where the last bomb is located.



As you exit the office, the door is to your left.



Inside this next room are a couple more henchmen. Take care of them with your pistol.



When the area is clear, run forward and up the stairs. At the top, you see a couple of holes in the platform. Climb down one of these ladders.



The bomb is on the fuel tank on the left. Deactivate it before the timer runs out.

New Objective

- Pursue Jong Ho Li and capture him.



Climb up the ladder, then exit the room.



As you head for the stairs, you run into a henchman waiting to attack you. Shoot him down.



Head up the stairs and take out a henchman in the large room at the top.



Head for the double doors on the right to exit the level.

Outside the Facility

Briefing



Jong Ho Li and Sofia have an argument on the helipad.



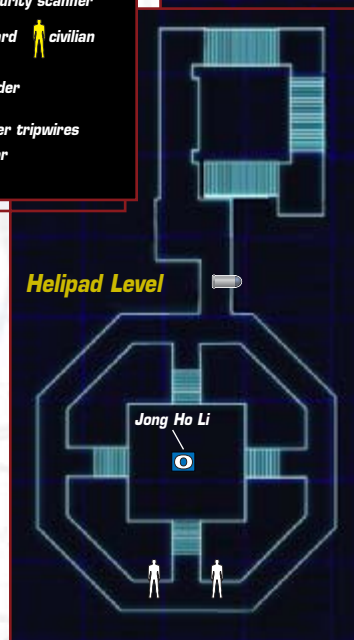
As a result, Sofia takes off in the helicopter—leaving Jong Ho Li for you to deal with.

This is another shooting level. If it looks familiar, that is because this is where you first entered Los Muertos. This time you begin in the parking lot and have to make your way up to the helipad. Ammo and health packs are a necessity for this mission, so pick up all you can. Also take the extra time to go for head shots. This not only saves ammo, but it also takes out enemies before they can cause a lot of damage to you.

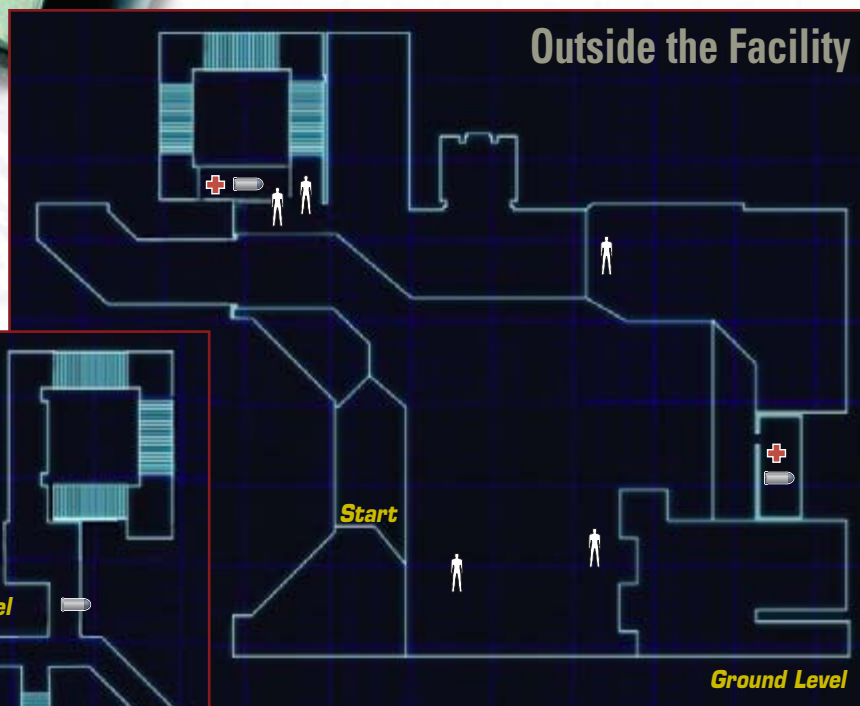
Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door

Helipad Level



Outside the Facility



Initial Objective

- Prevent Jong Ho Li and his thugs from escaping.



You start out in the parking lot. Crouch down and pull out your pistol.



Your first task is to get to the security office across the parking lot. You have to take out a thug almost right from the start.



As you approach the office, shoot down a second enemy.



Now enter the security office.



Pick up a health pack and some pistol ammo in the office, then head outside.

Los Muertos Research Facility



Head over to the rocks to your left and use them for cover as you shoot it out with a couple of enemies.



Make your way back across the parking lot, staying to the left and watching right.



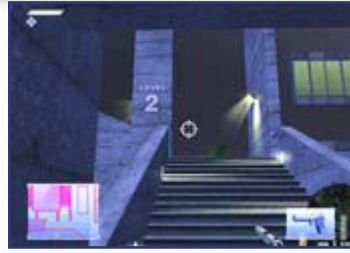
Head toward the rocks and use them for cover as you take out the enemy in the office by the stairs.



Head into the office for another health pack and more ammo.



As you leave, be ready for another thug to come after you.



Now make your way up the stairs to the helipad. Keep your gun at the ready; you can ignore the cameras for now.



You face a couple of Jong Ho Li's henchmen coming down the stairs. If they get too close, use hand-to-hand combat to take them out.



At the top of the stairs, you have to deal with Jong Ho Li. He is armed with an assault rifle that quickly kills you if you are not careful.



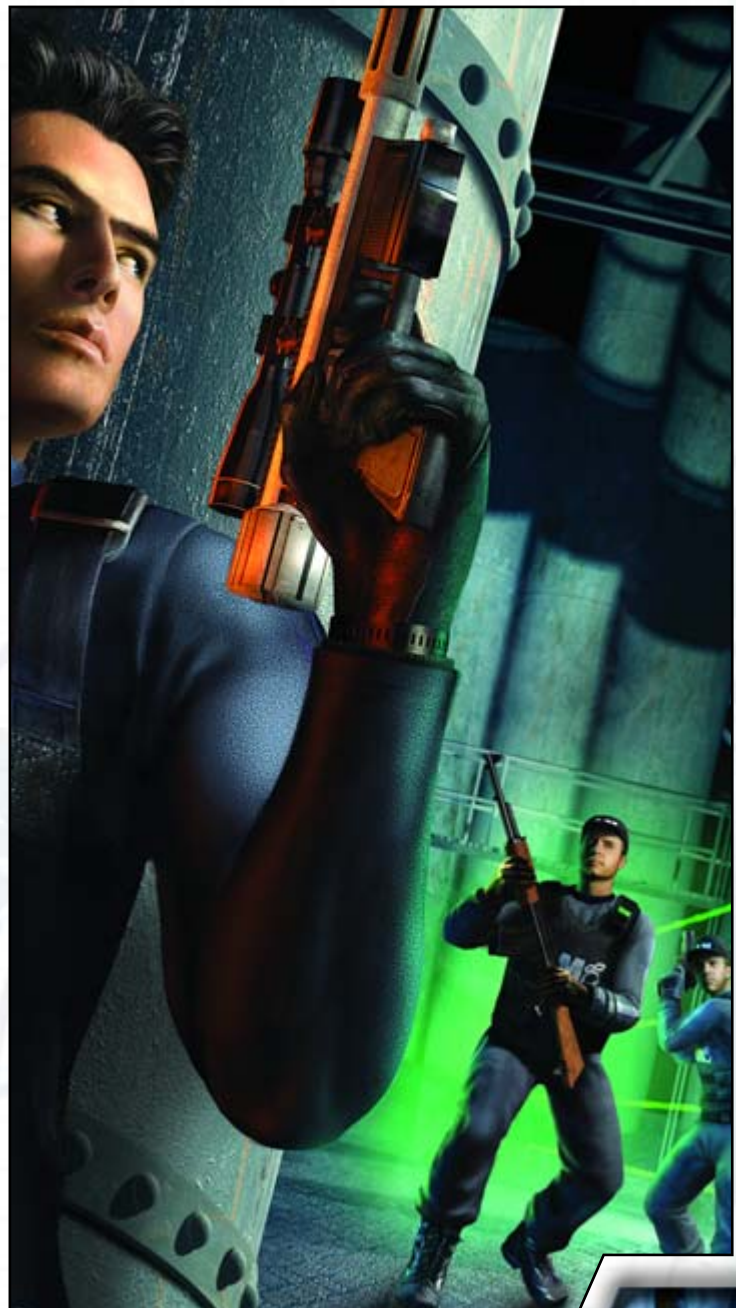
At the start of this battle, run to the crates ahead of you and on the right. Crouch down behind them and start shooting at Jong Ho Li as he pops his head up to shoot at you.



If you get low on ammo, run to this crate to your left to re-supply. Watch out for thugs that appear two at a time on the other side of the helipad. You can usually take them out at range with a couple of head shots before they get close enough to shoot you.



Keep up the fire on Jong Ho Li. Once he is dead, the mission is complete.



Embassy Row



Let me be the first to congratulate you on a fine job destroying the biotoxins at Los Muertos. We have identified the woman who escaped in the helicopter as

Sofia Ivanescu—a brilliant software engineer.

There is little doubt that she is the creator of the technology to steal the critical data from Los Muertos. It's also clear she was able to penetrate the IMF database, which led to your exposure at the Ministry of Information.

According to our sources, Sofia has returned to Yugaria. You must return as well, Ethan. Make contact with her and take her out of the country alive.

Following Sofia

Briefing



Use the WASP gadget to follow Sofia and see where she is going.

Your first mission back in Yugaria is to track Sofia. The IMF has provided you with a new gadget—the WASP. With this stealthy flying device, you can remain hidden while looking around the area. You must locate Sofia, identify her, and then physically follow her as she walks through the alleys. Compared to some of the previous tasks you have been assigned, this one is not that difficult. Just remember to use caution and maintain stealth. Avoid setting off alarms and your job is much easier.

Initial Objective

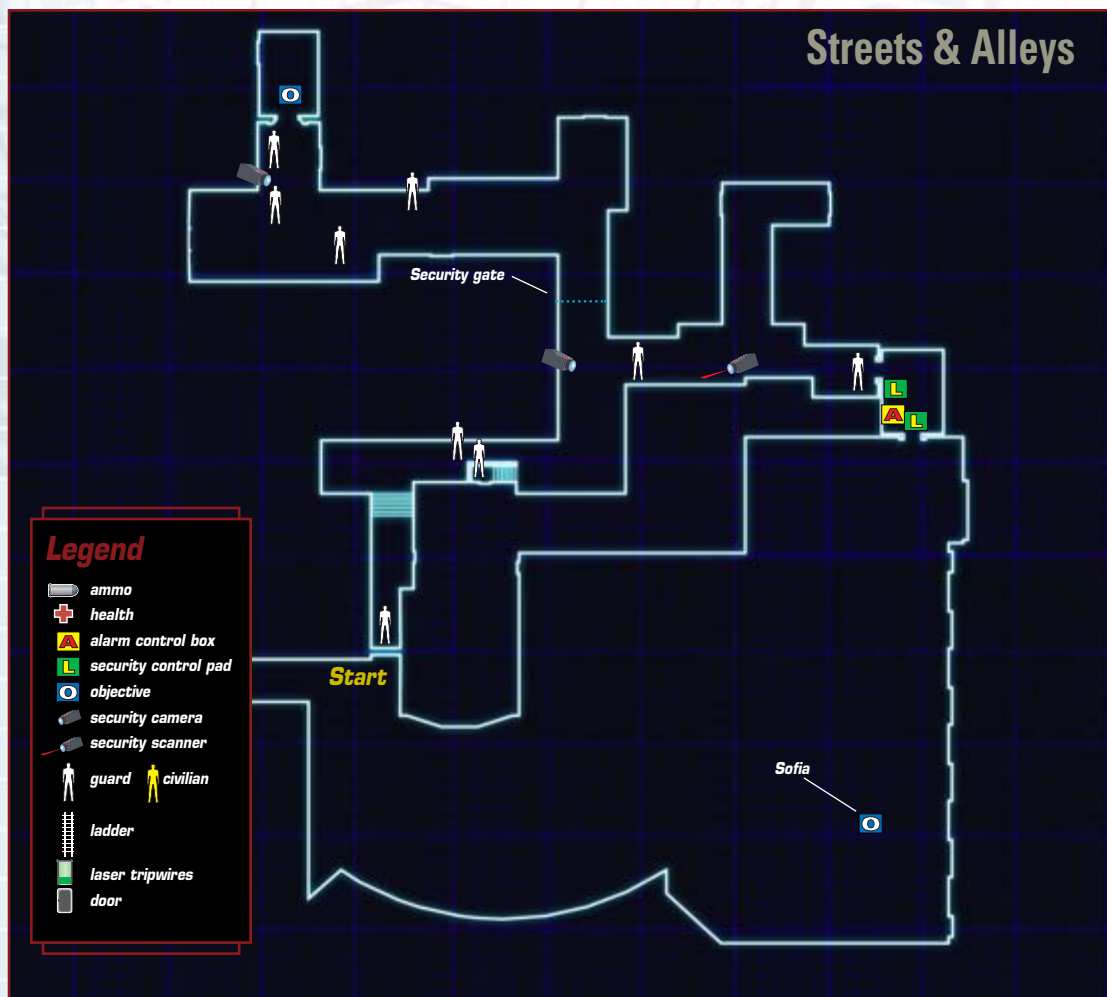
- Use the WASP to follow Sofia.



Ethan begins around the corner from the main street, hiding behind some boxes. For now, that's where he should stay.



Select the WASP and then press Aim to launch it. You may find the device tricky to fly at first, because the controls are different than those for Ethan. You'll get it down with a little practice. Start off by flying around the corner and head east. The compass in the heads-up display helps you navigate.

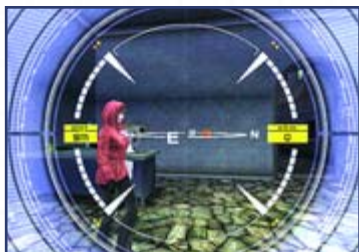




Keep flying until you see the tables covered with raised umbrellas ahead and to the right. Close in on the figure alone by the lightpost. This is Sofia and you have a positive ID on her. Now you must follow her.



Fly north toward the gate leading into the alleys.



Either fly above the gate into the room beyond or wait for the guard to open the gate for Sofia and follow her in.



Keep following Sofia, noting all the security in the alleys. You have to get past all of it later.



Sofia eventually turns to the right and passes through another gate. Keep her in sight.



Sofia heads down another alley and then turns to enter a building. Your surveillance of her stops here.

New Objective

• Catch up to Sofia on foot.



Instead of discontinuing control of the WASP, fly back through the alley to the second gate. Once through it, fly forward and then down the alley to the right.



You have to get to the building that Sofia entered. Use the WASP to scout out the alleys to see where the guards and cameras are located. This makes your infiltration much easier. When you are done, press Aim to switch back to controlling Ethan.



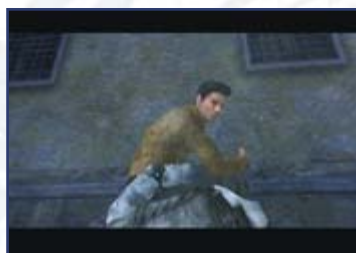
Ethan is still hiding behind the crates. Make sure no guards are headed your way, then turn around and face behind you.



Use the Micro Cord to get up to the pipe under the balcony.



Shimmy along the pipe until you have crossed the wall and are over a guard. The icon in the upper right corner of the screen lets you know when you are in position.



Wait for the security guard in the alleyway to walk away and then drop down to take out the guard below you.



Leave the body where it is. Move forward and down the stairs.



Hug the wall on the right and move to the edge. Now wait for the patrolling guard to come back your way.



As soon as he's next to you, press Attack. Ethan swings around the corner and drops the guard.



Pick up the body and carry it upstairs to where the other body is lying.



Now head back down the stairs. Turn right and advance to the stairway on your right. Another guard is at the top, facing away from you. You need to lure him toward you. Fire a distracting dart at the wall across from the stairs.



Hug the wall at the back of the stairs and wait for the guard to investigate.



As with the last guard, swing out around the corner and neutralize him. Leave the body here for now.



Advance to the corner and look around. On the wall to your immediate left is a security camera. A guard patrols the alleyway to the right.



When the guard walks away, move to the wall across the alley so you are next to the corner where the guard walks past on his patrol, across from the camera. As he passes you, move in behind and grab him or knock him out.



Take him back to the stairs where you left the third guard and knock out your new target—or carry the body here if you knocked him out earlier.



Now head back around the corner and disable the camera with your EWG. This gate by the camera is opened by a control at the front gate to the area where Sofia first entered. You must get to that control.



Head down the alley the last guard was patrolling. Up ahead you see a security scanner. This cannot be disabled, so move around it. Hide in the alley to the left until the scanner has passed by.



Once past the scanner, continue to the front entrance, where there is only a single guard.



When his back is turned, sneak behind him and drop him. Don't forget to pick up the health pack on the wall.



Find the red button on the right and press it. This opens the second gate near the camera you disabled. It stays open for only about 15 seconds. Watch the security scanner and time your press of the button to make sure you get past the scanner quickly.



Run back down the alley, careful to avoid the security scanner.



Continue through the gate before it closes.



Wait at the corner and look around it to the left. You see a couple of security guards up ahead. The one by the trash bin turns toward you and away from you. The second guard patrols up and down the alley.



Wait until the patrolling guard is walking away and the other guard is not looking in your direction. Then advance toward the trash bin.



Hide alongside it and wait again for both guards to be facing away.



Sneak behind the standing guard, grab him, and pull him behind the trash bin.



Wait until the other guard is walking away again, then knock out your captive.



Then sneak up behind the patrolling guard and knock him out near the crates on the right.



A third guard patrols near the crates. As he comes out, deal with him silently.



One guard and a security camera block your way into the building. Climb up onto this crate and then move behind the others.



From this position, you can see the guard. The minimap shows you where the camera is facing and its field of view.



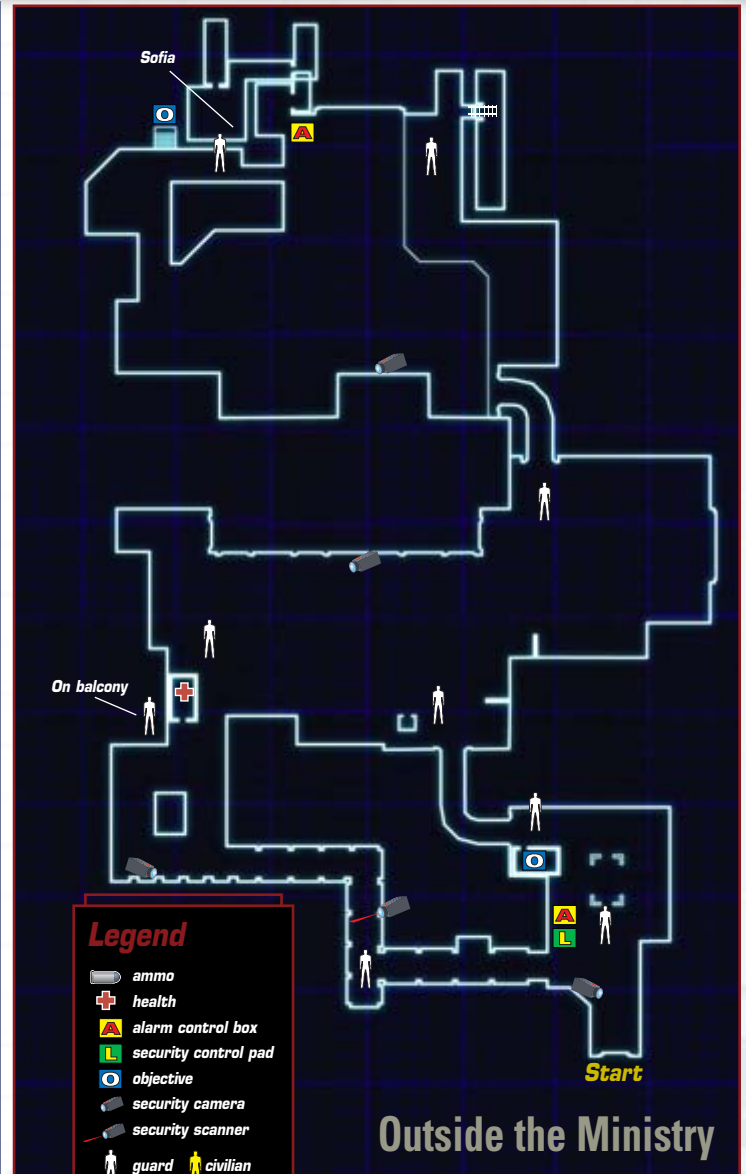
Wait until the guard walks from the door and the camera is looking in that direction as well. Then make your way to the door. Use the ELP to open the door and complete the level.

Outside the Ministry

Briefing



You have followed Sofia into the ministry area. Now you must find out what she is up to.



Initial Objective

- Place a tracking bug on Sofia's laptop.



Ethan begins behind some crates. A single guard patrols in a circle ahead of you.

Ethan has infiltrated the first layer of security around the Ministry of Information. He must still get past several guards and checkpoints. Sofia had to leave her laptop at a guard post. If Ethan can plant a bug on it, Luther can search through the data to find out how Sofia is involved in the Los Muertos affair as well as what she may have planned for the future. Besides the guards, Ethan must be careful of several security cameras—some with long fields of view—as well as a security scanner that cannot be disabled.



As soon as the guard begins walking away, move out from behind the crates. To your left you see a security camera.



Pull out the EWG and disable the camera. You need to move around here without worrying about it seeing you.



Now hide in the shadows behind the crates along the wall on the right.



Wait for the security guard to walk over to the alarm control box. He only does this on every other cycle of his patrol.



When he starts heading for the alarms, sneak up behind him and grab him.



Use him to unlock the palm security panel and open the gate. Then pull him around to the other side of the trash bin and knock him out.



Hide with the body until a guard from inside the gate comes out to see why it is open.



When he heads back into the tunnel, sneak up behind him and take him out.



Now make your way through the tunnel. Use caution as it turns to the right.



Time your movement to get past a security scanner in one corner of the tunnel. When you reach the end of the tunnel, stay there for a bit.



A security camera is straight ahead. Use the EWG to disable it.



Now peek around the corner to your right and watch for a guard patrolling the upper walkway. When he moves away, run across the courtyard and then to the corner on your right. Use the RCV to look through the camera you just disabled and see when the guard begins to walk away again.



That's your cue to use the Micro Cord to grapple up onto the pipe and then quickly shimmy over the walkway. Drop down.



Move to the corner and hug the wall.



When the guard walks past you, press Attack. Ethan swings around and takes out the guard.



Carry the body around the corner to drop it off under the pipe and get it out of sight.



Return to the walkway where the guard was patrolling and fire a disabler dart at the camera covering the wide-open area below you. Use this camera with your RCV to check out the guards below if you want to.



A guard patrols below you. Wait until he heads toward you and then go for the ladder. He stops with his back to the ladder. Sneak up behind him.



Grab the guard and take him around the corner away from the ladder. Knock him out there so no one sees the body.



Now head into the little shack under the upper walkway.



Here you find a health pack. These always come in handy, so grab it.



Make your way across the area, staying along the hedges to your right. Continue toward the guard shack.



A guard patrols in and out of a tunnel. When he goes in, move into the shadows behind the guard shack and wait for him to come out.



This is your chance to grab him. Pull him back into the shadows and knock him out.



Now head into the tunnel and wait at the corner. Watch the guard by the

gate and make sure he is looking away from you. Then sneak up behind and grab him.



Pull him back into the nearby shack and knock him out. Pick up the health pack.



Now plant a bug in the laptop. Luther can now search the computer for information on Sofia and her work.

New Objective

- **Observe Sofia's meeting with Berkut.**



Head back through the tunnel and stop behind a low wall to your right. You can see another guard across the street.



When he turns away, cross the street and hide behind this wall to the left of the guard.



Pull out the EWG and fire it at the car in front of the guard. The dart sets off the car's alarm and lures the guard toward it.



While he is looking at the car, move in and take him out.



Advance through the tunnel and then disable the camera covering this next area.



From the tunnel, watch the guard to your right. He walks toward you and then away again.



When he walks away, head toward the car. Crouch down and hide in the shadows to the right of the car.



Wait for the guard to come toward you. When he turns around, follow and grab him. Then take him straight ahead into the alcove and knock him out where the other guard to your left cannot see the body.

TIP

If the other guard sees you, he activates the alarm and then comes after you. Take him out, even if you have to use a tranq dart, then deactivate the alarm.



Climb the ladder to the balcony on the right side of the area.



From the balcony, look across the area to another balcony and you see Sofia.



Pull out the binoculars and zoom in on Sofia.



Watch Sofia talking to Berkut and learn more about her role in this plot.

New Objective

- **Infiltrate the Yugarian Information Ministry.**



When the conversation is over and you receive a new objective, climb down the ladder and head across the area.



Wait for the guard on this side to walk away, then sneak up behind him and take him out.



Leave the body and make your way to the double doors leading into the Ministry of Information to complete the level.

Inside the Ministry

Briefing



Ethan needs to get to Berkut's computer.

Ethan is now inside the ministry building. You can expect lots of guards as well as security cameras. The key to completing your objectives here is stealth. You can turn off an alarm at one of the control boxes, but often more guards come to investigate. It is important to avoid setting off alarms at all.

It is a good idea to take out enemies as you advance to your objectives, but hide the bodies in shadowy alcoves and corners. As usual, take some time to observe a situation before rushing to action. Nothing is more frustrating than sneaking up behind an enemy just as another enemy comes around a corner on his patrol rounds and catches you red-handed. Watch a couple of patrol cycles before moving in.

Initial Objective

- **Search Berkut's computer and learn about his plans for Sofia.**



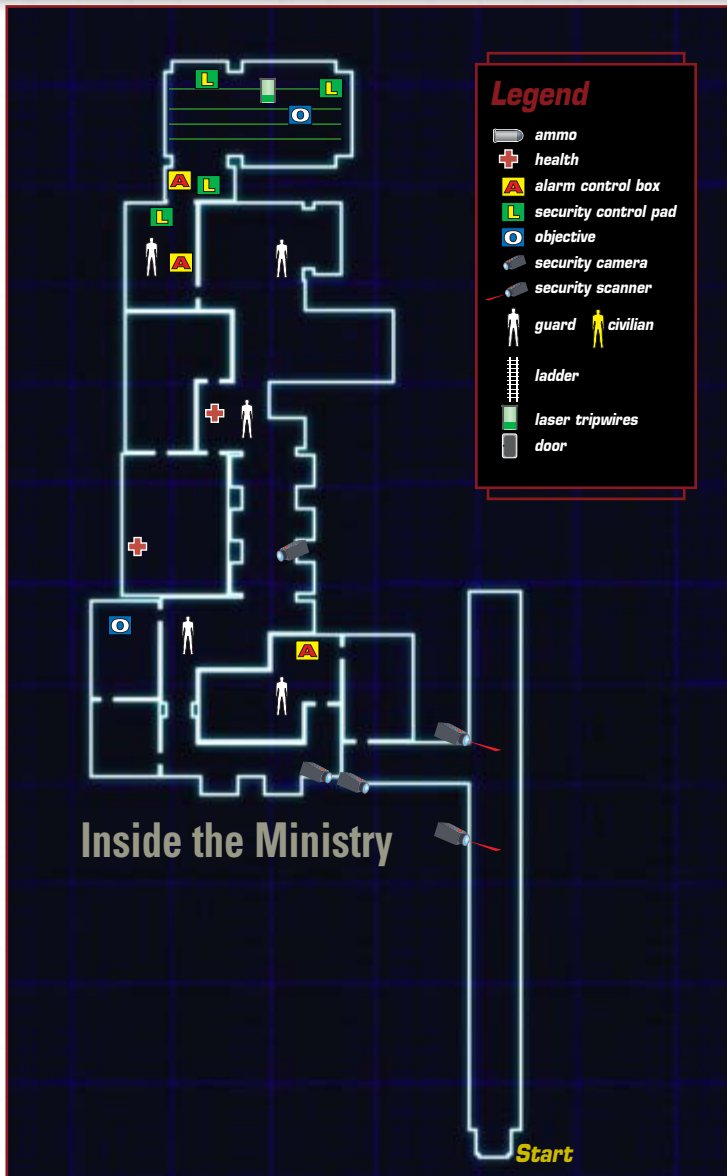
Ethan begins near the back door to the Information Ministry. The corridor ahead looks clear.



Move forward to the intersection and take a left. Watch out for the two laser scanners that protect this area.



As soon as you turn the corner, use the EWG to disable a camera ahead of you.



Then move in and knock him out.



Continue down the hallway. Stop before you get to the intersection and peek around to the right. Cross to the door straight down the hall and enter the dark room.



Now open the door and take out the camera in the hallway.



Once inside the room, you see Berkut and another person enter and talk about dealing with Sofia.



Return for the guard's body and pick it up. Carry it out into the hallway and hide it in one of the shadowy alcoves.



When they leave, enter Berkut's office and access his computer. Luther needs more information.



With the camera down, head through the door on your right, across from the camera. This room is empty, but move quietly, because the next room is not.



Move right up to the next door and activate the sonic imager. Wait until you see a guard walk away from you.



New Objective

- Access the ministry mainframe and transmit registry info to Luther.



You need to move further into the ministry. Stand by the door to the side of the computer and use the sonic imager to see what is on the other side. Look for a guard who walks to the right, and then heads back around a corner to the left.

Tip:

You should have a WASP available. If so, open the door from Berkut's office, then hide by the file cabinet. Send a WASP through the door and down the corridor towards the objective. You can use the WASP to scout out the opposition and observe the patrols of the guards. However, don't stun any of the guards. The camera will see the body and sound an alarm.



When the guard heads left, move through the door and forward. Get the dart gun ready and then disable the camera in the corridor to the left. Quickly return to Berkut's office and use the sonic imager to watch the patrolling guard.



When the guard comes back and passes to the right, head through the door again and sneak up behind the guard. Grab him for now.



Head toward the corridor with the camera, but wait around the corner. Watch the guards at the other end. When they are all looking away, cross to the other side and knock out the guard so his body falls into a shadowy alcove.



Now make your way across the corridor without being seen and hide in the shadowy alcoves on the left side. Slowly make your way forward from alcove to alcove until you get close to this patrolling guard.



When he is closest to you, with his back turned, and the guard in the larger room straight ahead has moved off to the left, sneak up and grab the closest guard.



Move him behind the corner and knock him out in one of the shadowy alcoves.



If you enter the barracks rooms through the doors on the left side of the corridor, you find a health pack in addition to the one between the two green doors.



This next guard can be kind of tricky to get. Use distraction darts to lure him toward you—but not to where he can see you.



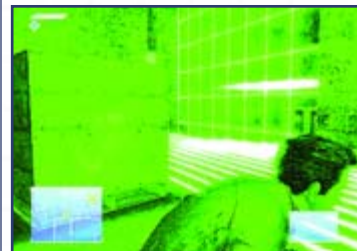
When his back is turned, hit the guard with a tranq dart. Hide the body in a shadowy alcove.



Now move forward to the green door on the right. Use the sonic imager to locate the guard inside. When he turns away, enter the room and take him down before he hits the alarm.



Move over to the large vault door and hack the security console on the wall.



Enter the vault and then stop. Activate your night vision goggles to see a laser tripwire grid all over.



Climbing up and over the boxes is the only way to advance.



Continue along the boxes to a control box.



Use the laser cutter to disable some of the laser grid.



The laser grid on the floor near you has been deactivated, but the computer terminal is still surrounded by laser tripwires.



Use the Micro Cord to get up to one of the pipes above the laser grid and shimmy across to the opposite wall.



Drop down at the wall and then use the laser cutter on another control box to shut down the laser grid over the computer terminal.



Climb up on the computer servers and make your way to the terminal. You cannot access it like this.



Instead, fire the Micro Cord up at the hook on the ceiling and rise.



Quickly press Aim to rotate to a horizontal position and then rise all the way to the top. Berkut and his subordinate enter the room and talk. Just keep hanging until they leave.



When the room is clear again, lower Ethan to the computer. Then swing back and forth to get to the terminal and press Use to access it.

New Objective

- Exit the Information Ministry back through the entrance.



Turn and face away from the computer and rise up a bit. Begin swinging back and forth. Press Jump at the end of a swing so Ethan lands past the laser tripwires. If he misses and sets off the alarm, rush over to the alarm control by the vault door and shut it off. Then use the security console to open the vault so you can exit.



As you exit the room leading to the vault, take out a weapon—the IP 45 or your tranq dart gun. Take out the soldier with the metal detector in the next room.



Backtrack through the ministry, dealing with any guards you find along the way.



Continue all the way to the doors through which you entered the building. As you move to the doors, the level ends.

The Cathedral

Briefing



Ethan has to protect Sofia—but he can't get to her.

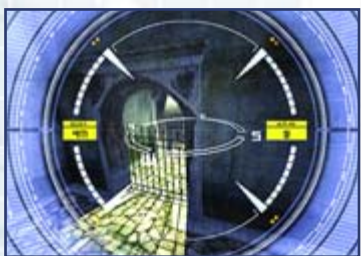
This mission requires you to do most of your actions from a distance. You cannot get directly to Sofia, so you must use the WASP, as well as your newly acquired sniper pistol. The key to saving Sofia is accuracy—both in shooting and in flying the WASP. If you rush, you are likely to make mistakes. But if you take too long, the thugs get Sofia. It takes a fine balance to keep her safe.

Initial Objective

- **Protect Sofia from Berkut's thugs.**



Ethan begins on a balcony overlooking the grounds near a cathedral. He has to find Sofia and keep the thugs away from her.



Start by launching a WASP. Fly it to the left and over these gates. It is a tight fit, but you can make it with practice.



Take a left at the first corner, then another left after the alleyway. Look for this green rubbish bin and head toward it.



A thug hides in an alcove by the rubbish bin. As Sofia passes, he walks out

behind her. Get in close to him, then press Fire to stun the thug. One down!



Quickly launch a second WASP, because the first is destroyed when it stuns the thug. Right after it takes the first left turn, turn it left again to locate a thug hiding in an alcove.



Fly up next to him and stun him.



Sofia heads down some stairs into the graveyard area between several mausoleums. To get there, take a right after flying over the two gates.

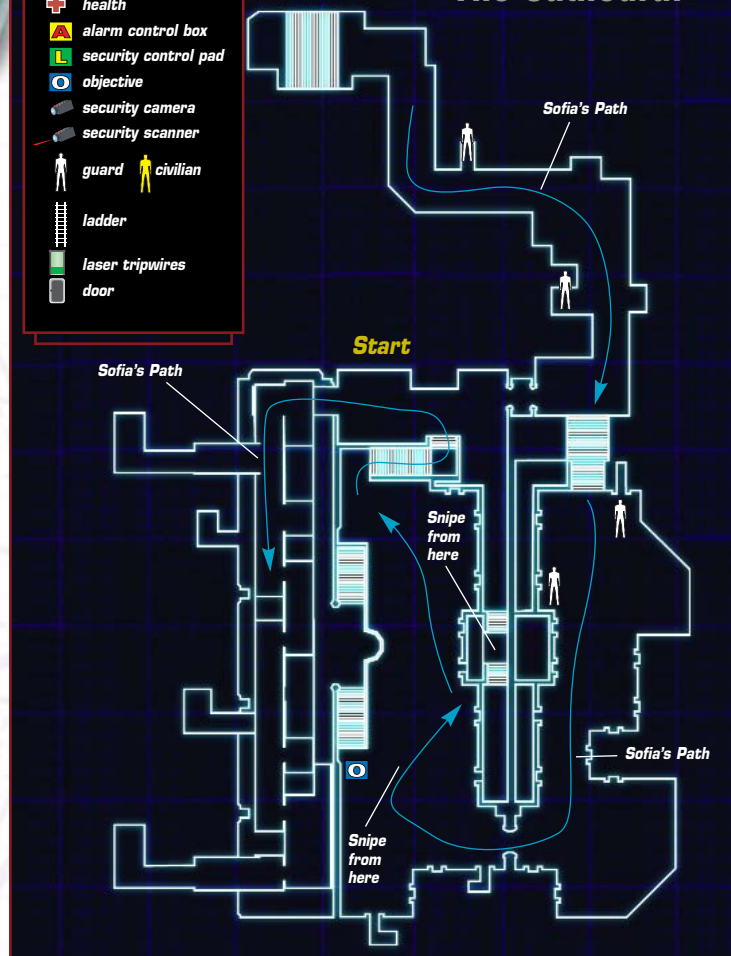


The first thug in this area comes out of a door to the side of the stairs. Be ready to stun him.

Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door

The Cathedral



Quickly launch a fourth WASP and follow Sofia. Another thug comes in behind her. Take him out before he lays a finger on Sofia.



Sofia has reached the area in front of you. This is time to use the sniper pistol. Look to your left and you find more ammo for the sniper pistol. Don't pick it up until you take out at least two sets of thugs. That will allow you to maximize your ammo for the next phase.



Sofia hides behind some crates to the right side of the area. Scan the area in 2x zoom until you see a thug.



Then go to 8x zoom and take him out with a head shot.



After you dispatch three thugs, Sofia moves to the left side of the area to hide.



Again, thugs come after Sofia. The first appears in a doorway on a level above her. Drop him.



You must stop those thugs from getting to Sofia or the mission ends in failure. Even just hitting them when they are next to Sofia gets them to turn on you.



Alternatively, use the IP 45 pistol at closer range.



Take out three more thugs. Watch for thugs approaching from your direction as well as from behind Sofia.



More than one at a time comes at her, so shoot quickly but accurately. Go for the body shot if you have to. That often stops the thug, who then begins shooting at you. This gives you time to hit him once or twice more to take him down—and keep him away from Sofia.



As Sofia continues to try to escape, she falls off the side of the scaffolding and holds on to the edge precariously.



Just don't take too long! Sofia can't hold on for much longer.



After three more thugs go down, Sofia moves forward and to your right. Three more thugs come out for you to take out.



Sofia climbs to a higher level. Keep an eye on her.



You must get to the grassy area below. Turn right and head for the stairs leading down.



Find the beam hanging from the crane above. Take out your Micro Cord and grapple up toward the beam.



When the area is clear, Sofia runs up the stairs toward you. She thinks your a thug and runs away. Your access to her is blocked again, but she is still in danger.



Watch out for more thugs to come after her from various levels of the scaffolding around the cathedral.



When you get to the stairs, three thugs are headed your way. Take them out with the sniper pistol at long range.



Ethan swings and grabs hold of Sofia before she falls, saving her life.



Get ready to snipe.



It appears that Sofia finally trusts you!

Sansara Prison



Congratulations, Ethan, on successfully extracting Sofia Ivanescu from Yugaria. According to Ms. Ivanescu, toxicology equipment from Los

Muertos has been relocated to Sansara Prison.

The prison is a highly fortified facility operated by Simon Algo and the head of his secret service, Vasyl Berkut. Spelvin and Jasmine will distract Berkut by attempting to negotiate the release of one of their alleged associates. Their arrival should allow you to penetrate the complex undetected.

Your challenge is to breach the security of the biolab deep within the prison and destroy it.

The Prison Entrance

Briefing



Ethan must deal with these guards to infiltrate the prison.

Ethan infiltrates the outer prison walls by sneaking aboard a truck carrying supplies to the prison. When it stops, Ethan climbs out the back and takes stock of the situation. He must get inside the prison building. In the outside yard are a couple of guards and a security camera. The entrance door is locked, so you have to find another way in. Also, Spelvin and Jasmine need your help to get in. But this level is straightforward, and should pose little trouble for an agent of your caliber.

Initial Objective

- Photograph equipment and supplies taken from Los Muertos.

The Prison Entrance



Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door



Ethan begins in the shadowy garage. The guards cannot see you in here. The crates you need to photograph are marked on your minimap.



Start with the crate in the garage with you. Use the binoculars to take the photo and send it to Luther.



Next, deal with that security camera. From the shadows of the garage, disable it with the EWG.



Once he is down, hide the body, either in the garage or by the crates along the far wall.



Luther tells you about a trapdoor on the roof that can allow you to enter the prison building. Climb the crates in the corner to the roof.



Now exit through the door and cross the hallway to another door. Open it and enter the next room. A guard with his back to you starts walking away.



At a distance, watch the guard who patrols the yard. When he walks to the left along the back wall, sneak up behind the guard standing next to the truck with his back to you. Grab him.



Now take photos of the crates by the garage as well as those by the far wall.



Move across the roof of the garage, climb onto the prison roof, and find the trapdoor. Drop through it into the room below.



Follow him around, and then grab him. Along the way, pick up ammo for the IP 45 from a table.



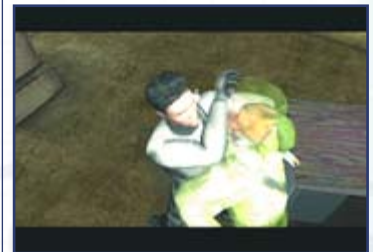
Pull the guard into the shadows of the garage and knock him out.



Head around to the corner of the yard on the side of the garage.



On your minimap, you see a camera around a corner on the right side of the room. Use the EWG to disable it.



Take the guard into the first room, face him toward a gap between a table and some crates, and knock him out.



Now deal with the second guard. You can try sneaking up behind him, or you can use one of your tranq darts to knock him out from a distance.



Here you find the fourth set of crates you need to photograph for Luther.



Hack the computer console to access the security cameras. Use the Remote Camera Viewer gadget to check out the rooms ahead of you. In one view, Jasmine and Spelvin talk to a guard.



Head for the other door and open it, but don't exit just yet.

TIP

Hide all of the bodies well. If they are spotted, the mission is a failure.

New Objective

- Hack the prison computers and place forged credentials for Jasmine and Spelvin.



Just to your right is a security camera. Use the EWG to disable it.



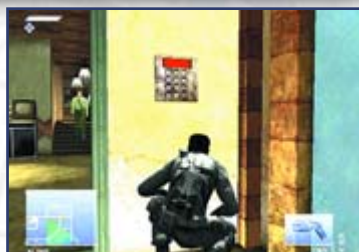
Now cross the lobby area to the door on the other side.



You need to hack the security console on the wall to unlock the door.



Inside, along the right wall, is a security camera. When the guard in these rooms is not looking, disable the camera.



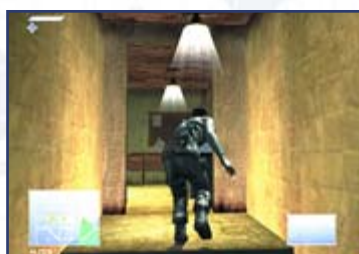
Wait outside the door for the guard to enter the room closest to you.



When his back is turned, sneak behind him and grab him.



Lead him over to this computer console and knock him out.



With the guard taken care of, advance into the next room. Stay crouched down so the guard in the lobby can't see you through the windows.



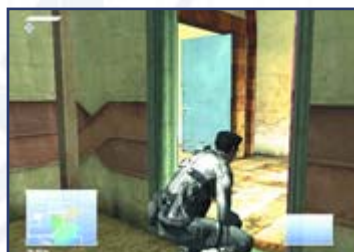
Access the computer terminal on the right side to insert credentials for Jasmine and Spelvin.

New Objective

- Follow Jasmine and Spelvin deeper into the prison.



Berkut shows up and leads Jasmine and Spelvin into the prison interior. Follow them.



Exit through the door you used to enter this area, then turn left and head through the now-open double doors.

The Prisoner Intake Area

Briefing



Berkut leads Jasmine and Spelvin through the prisoner intake area. Now you have to get through.

This level is rather small. You face only four guards total, two at a time. The timing can be tough, however. The first two you can take out silently, one at a time. The other two are tougher. You have to think on your feet. If you're quick, you can get through this level even if the second two guards set off the alarm.

Initial Objective

- Navigate through prisoner processing and enter the communications tower.



Ethan begins up against a pillar. Two guards are in this room. One stays in the same spot facing the center of the room; the other patrols around.

The Prisoner Intake Area



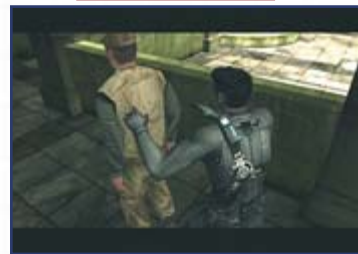
Crouch down and move forward past the stationary guard while the other guard is on the other side of the room, walking away from you.



Cross to the shadowy area to the right of the standing guard and wait for the patrolling guard to come back.



The patrolling guard walks toward where Ethan started off. Follow behind him.



When Ethan gets right behind him, press Attack to take the guard out with a single, silent blow.



Now move up behind the standing guard and grab him.

Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard civilian
- ladder
- laser tripwires
- door



Lead the guard back into the shadows and then knock him out.



The room is now clear. Head to the locked gate.



Rather than drag a guard over here to unlock the gate with his palm, use the laser cutter to cut right through the gate's lock.



This next part is tricky. You cannot see them, but at the end of the hall is one guard on the right, facing left. A second guard is in the control room to the left. Fire a distraction dart to the right of the door.



Switch to a tranq dart and wait for the guard on the right to come out to look. Shoot him, and then sidestep to the left before he can shoot you.



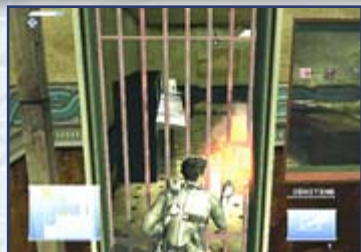
Get ready to shoot another tranq dart at the guard in the control room, who comes out to investigate.



If you want to save a dart for later, use the IP 45 to eliminate the second guard.

TIP

If the first guard gets off a shot at you before the tranq dart knocks him out, the guard in the control room goes for the alarm. Don't worry. Take him out by shooting through the gate with the weapon of your choice, then cut through the gate to reach the alarm control and shut it down. Or run back out and into the first room to shut off the alarm there.



Use the laser cutter to get through the locked gate.



Pick up the health pack along the back wall.



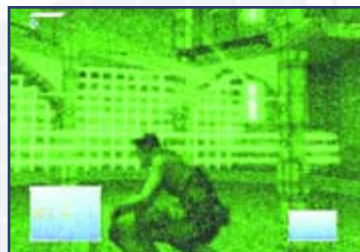
Push this blue button near a monitor showing the double doors. This unlocks these doors.



Walk over to the doors and open them to complete the level.

The Communications Tower

Briefing



You have to get through several types of laser tripwire grids while in the tower.

This level is very involved and challenging. It has no guards or security cameras, but lots of laser tripwire grids and automated gun turrets. At least you can knock out guards. Luckily, there are several checkpoints, so if you make a mistake you don't have to go back too far in the mission to try again.

When dealing with laser tripwires, patience and timing are your best tactics. Switch back and forth between regular and night vision views. The night vision allows you to see the lasers; regular view allows you to see details and everything else. Don't forget to use your binoculars in scanning mode. This illuminates control panels and tells you what they do. If you ever get stuck, start looking for these types of devices for solutions.

Initial Objective

- Hack the communications array housed at the top of this tower.



Ethan begins the mission near the top of the tower. Everything looks okay, but don't move.



Activate your night vision to see laser tripwires up ahead. Crouch down and move through the doorway, staying under the first laser.



Walk out onto the ledge around the inside of the tower and continue left.



Take the ladder down to the next level. Then move on this ledge to another ladder and take it all the way down to the ground level. While going down the second ladder, you need to time it so as to avoid the moving laser grids. Use the ladder slide technique to quickly descend the ladder and avoid the lasers.



Across the room is an automated turret. Stay next to the wall and it does not activate. Activate your night vision and you see that a laser grid covers the tower's dirt floor.



Face the wall and jump up to grab onto a ledge running around the side of the tower. Shimmy along this ledge to your left until you get to another platform, then drop down.



Along the wall is a yellow control panel with black wires. Move next to it and use the laser cutter to shut it down. This clears the ground floor of the laser grid. Also, pick up some ammo for the IP 45 pistol here.



Take out the turret or it kills you as you move across the floor of the tower. One way is to push the explosive barrel next to the turret.



Then step back and shoot at the barrel with your pistol to take out the turret.



Another way is to jump up on the ledge and shimmy over to the turret.



Drop behind the turret and use the laser cutter to slice through the power panel, thus disabling the turret. You face more turrets later, so look for one of these ways to take them out.



Now move across the floor to the wall opposite the turret to locate a control panel. Hack this to shut down a laser grid that sweeps back and forth above you.

NOTE

Turrets can be temporarily disabled. Locate a turret control panel and activate the diagnostic for the turret. This will shut down the turret for 30 seconds—giving you time to get past it or to disable it permanently.



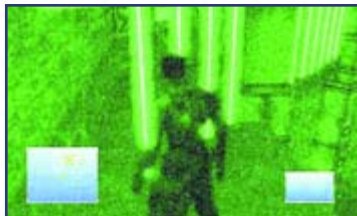
Move to the center of the room and climb onto the crates stacked there.



Take out the Micro Cord and aim at a pipe. Fire to send Ethan shooting up to the pipe.



Raise Ethan's legs to avoid a sweeping laser as he crawls along the pipe to a ledge on the side of the tower.



Activate your night vision and notice the laser grid to your right. On the other side is a control panel.



Hug the wall to get through the gap in the laser grid.



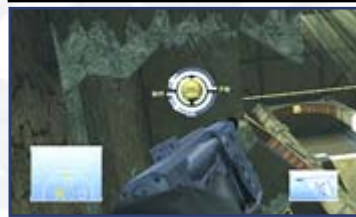
Now hack the control on the wall to shut down the rest of this grid.



While watching out for a set of moving lasers, make your way around the ledge to a control panel on a pillar. Hacking this disables that moving set of lasers.

TIP

To completely disable the turrets, take this detour. Move back along the ledge past the pipe. Drop to the ledge below. A turret will start to power up. Hide behind a pillar while it fires. While it is cooling down, shoot the explosive barrel next to it. Move along the ledge until you locate a turret control panel. Hack it to shut down all turrets in the tower. Use the Micro Cord to grapple back up to the pipe and shimmy to the ledge above where you began the detour. You can now skip all the following steps dealing with taking care of turrets. Now you just have to worry about the laser grids.



Above is a hook. Use the Micro Cord to grapple up to it.



Have Ethan flip so he is lying horizontal, and then rotate so he is facing the platform containing several crates. Rock back and forth, then release once Ethan is over the platform.



Climb onto the crates and move toward the center of the tower on the highest crate.

TIP

To destroy a couple of turrets before they activate, take out your pistol while standing on top of the highest crate. Locate the two turrets on the level above and fire at the barrels next to them. The barrel next to the left turret is easy to see. The barrel next to the right turret is lying down to the left of the turret. Fire a couple times in this general area and you hit it.



Jump up to grab hold of the ledge and then shimmy to the left, past a couple of turrets.



When you get to a point in front of a control panel, push up to climb onto the platform. Hide behind a pillar as the turrets begin to fire. You can shut down the turrets for 30 seconds by activating a diagnostic sequence with the panel on the pillar. Then hack a laser control panel to your left to shut off a laser near a pipe.



Go back to the pillar and run the diagnostic again. During this break in the turrets' firing, run along the platform to the power supply and disable it with the laser cutter. Then run back to the diagnostic control before the timer runs out.



Run the diagnostic again and then quickly jump up onto the pipe and shimmy across to the second turret.



Disable the power supply of this turret and then grab some nearby ammo for your pistol.



Shimmy back across the pipe and then turn left on the ledge. Drop to the ledge below. Quickly hide behind a pillar while a turret fires away.



During its cooldown, run to the next pillar on the left. There you find a diagnostic control. Hack it to shut down the turret temporarily.



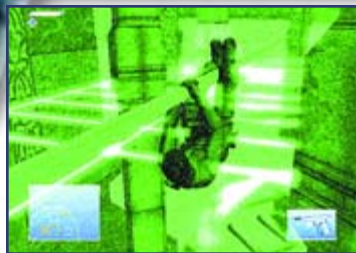
Then hug the wall and move along the narrow ledge to the turret and disable the power supply with your laser cutter.



Hug the wall again and return to the wider platform. Continue along and climb the ladder to the next level up.



At the top of the ladder, activate your night vision again and look up. You see a small gap in the laser grid right below a pipe. Use the Micro Cord to grapple your way up to the pipe.



Pull up your legs and crawl along the pipe to the other side of the tower.



Drop from the pipe through another gap in the laser grid.



A turret starts firing so take cover behind the nearest pillar.



During the cooldown, run across to the next pillar and activate the diagnostic for the turret.



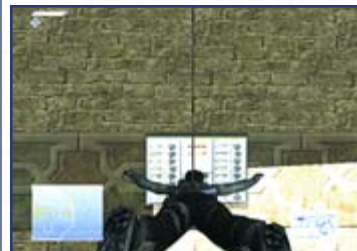
Quickly, but carefully, make your way across the wooden boards to the turret power supply. Disable it with your laser cutter to deactivate the turret.



While you're here, press the elevator control panel to lower the maintenance elevator. This allows you to access the top of the tower.



Head back across the pipes and hack the control panel on the wall to deactivate more laser grids. Turn left and head along the platform until you see a hook overhead. Use the Micro Cord to grapple to the top.



Flip Ethan so he is horizontal and then rock back and forth until you can access the large control panel on the wall. This shuts down the remainder of the laser grids.



Lower yourself back down to the platform. Then walk back out to the middle of the wooden boards.



From here, use the Micro Cord to grapple up to a hook in the center of the tower ceiling.



Flip horizontal again and rock toward the elevator. Once Ethan is over it, release. He lands on the floor of the elevator. Climb up the crates and then onto the ledge of a higher floor of the tower.



Around one side of a pillar you find a ladder. Climb it to the top.



You have reached the communications array. Climb the steps to the terminal and hack it. Luther tells you what you need to do next.

New Objective

- **Disable all three sides of the ICE jamming computer.**



Climb back down and move to one of the maintenance terminals, on the right side by itself. Hack it to open the trapdoor. Then use the Micro Cord to grapple the hook above the trapdoor and lower yourself.



Flip horizontal and then get down to the level of the consoles you need to hack. On this side, laser grids come from the top and bottom, sandwiching Ethan. As long as he is at the level of the consoles, he's fine. Rock him back and forth and then press Use when he is close to each console. Once both have been hacked, the laser grids disappear.

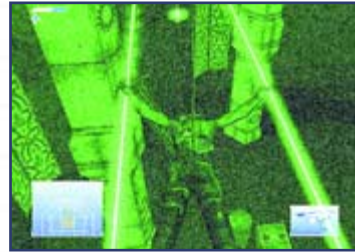


Rise up from the trapdoor. Rock back and forth and, when Ethan is over the floor, release so he does not fall back down through the trapdoor.



Repeat the process with the next trapdoor. This time Ethan must access four control panels. The laser grid

here comes up from the bottom and passes almost all the way to the trapdoor. You need to raise Ethan each time it comes up. Then follow it down and start rocking to access the controls. You can usually do one panel per cycle before having to rise up and avoid the lasers.



The third trapdoor has three control panels. This time, the laser grid consists of two parallel lasers. Ethan can stay horizontal and at the level of the controls, but he must rotate to fit between the rising lasers. Once all the controls are hacked, rise up through the trapdoor and swing over to the floor.

New Objective

- **Rig the ICE WORM computer with explosives to detonate while leaving Sansara.**



Climb the steps back up to the communications array and press Use to place the explosives.

New Objective

- **Exit the tower.**



Luther opens a way out of the tower for you. Locate the hook near the opening in the roof and grapple up to it with the Micro Cord.



Ethan rises up and out of the tower, ready for the next level.

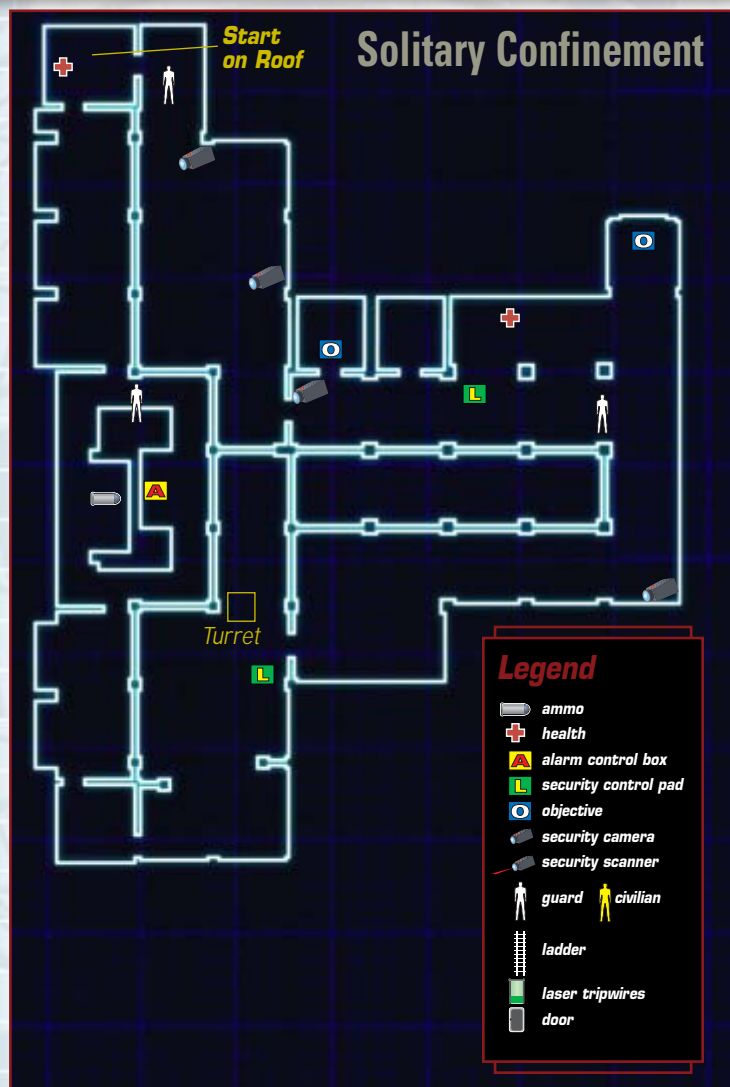
Solitary Confinement

Briefing



Ethan slides down from the top of the tower to the rooftop overlooking the prison yard.

Compared to the last level, this one is fairly straightforward. You face four guards and four security cameras. Did we mention the automated gun turret? As always, a methodical approach gets you through without a scratch. Observe the guards' patrols, note the location of the cameras, and deal with each in turn. Also look for some health packs and pistol ammo. You never know when you might need them.



Initial Objective

- Find and neutralize Algo's chief scientist.



Ethan begins on the rooftop, ready for action.



Get a tranq dart ready and watch the guard who patrols the rooftop directly ahead of you. Wait for him to walk to the left, back to the right, and then away from you. While he is walking away, fire the tranq dart and then quickly sidestep to the left so he cannot see you. Shoot at the right time or the body may fall to the ground below. If other guards see it, they raise an alarm.



Now use the EWG to disable the camera in the middle of the yard to your left. You can hit it while remaining crouched down on the rooftop.



Use the RCV gadget to view the feed from the camera you just disabled. Watch for the guard closest to the camera to walk to the left, away from you.



This is your chance to climb down the ladder into the guard shack.



Move over to the gate and hug the wall. As soon as the guard returns, swing around to take him out. Be ready to follow up with hand-to-hand attacks if you miss with the first strike.



Leave the body where it lies and head back into the shack to grab a health pack. Take up a position next to the door so you can also see out the window.



When the guard patrolling this area walks past from left to right and then away, move out the door.



Have your EWG ready and disable the camera through the fence and to your left.



Continue forward to where the walkway divides in two. Take up a position hugging the wall with the corner to your right.



When the guard heads back your way and reaches the corner, swing out and take him down with a single strike.



Then head around the other way to pick up some pistol ammo.



Make your way to the other guard shack at the opposite end of the area.



Continue on through the gate, but make sure you are crouched down.



An automated gun turret covers this area. Hide behind the low wall by the door while it fires.



During its brief cooldown, run to your right to take cover behind another low wall.

TIP

Do a couple dodge rolls while running toward the turret to decrease your damage.



While the turret cools down again, run right past it to the power supply and disable it with the laser cutter.



With this area clear, walk over to the security panel and hack it to open the gate.



Move forward to the wall and peek around it. You see a security camera covering this walkway.



As the camera pans away from you, step around the corner and disable it with a dart.



Then advance down the walkway to the corner to peek around it.



A guard at the end of the walkway patrols back and forth. As soon as he heads to the left, move down the pathway.



Take out the guard with a hand-to-hand attack before he can set off an alarm.



Disable the camera watching over the solitary confinement area with a dart.



Pick up the guard's body and carry it to the security panel on the gate. Use his palm to unlock the gate.



Move forward into the solitary confinement area to the second cell on the right.



There you meet a scientist who turns out to be Sofia's father.

New Objective

- Follow Jasmine and Spelvin deeper into the prison.



Move even farther into the prison. First, exit the solitary confinement area.



Pick up the health pack.



Continue around the corner to the left and open the double doors to complete the level.

The Cell Block

Briefing



Get through this door to reach the data center.

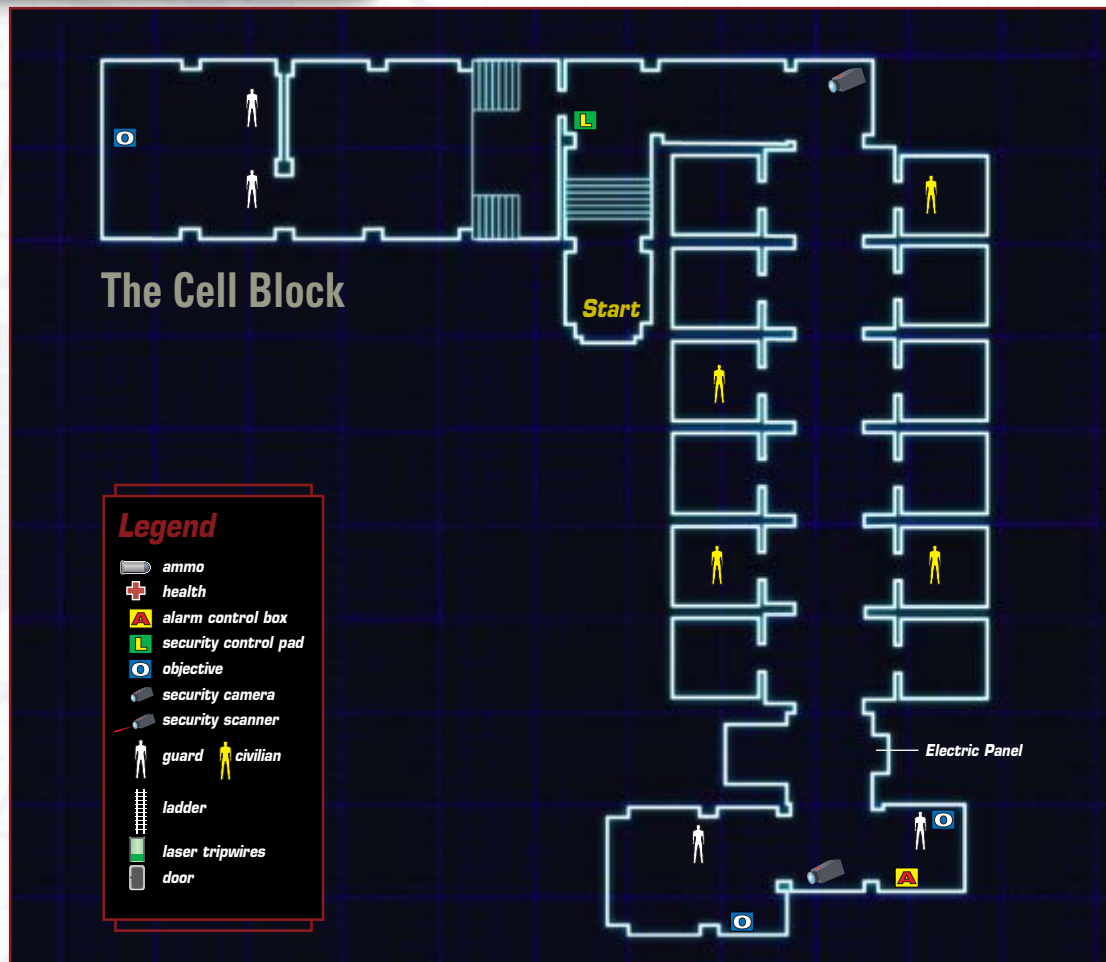
This mission is a quick one, if you know what to do. The only way to get through that door into the data center is to get to a guard at the end of the cell block. Avoid the prisoners in the cells along the way. They alert the guard to your presence and cause trouble that you do not need. You can hide in shadowy alcoves between the cells.

Initial Objective

- Find a guard and use him to get past the data center's hand scanner.



Ethan begins at one end of the cell block, near the door to the data center.



You cannot open the door yet, so crouch down and head for the corner.



Wait until the camera in the corner pans away from you, then step out around the corner and disable the camera with a dart.



Use the laser cutter to get through this locked gate.



Continue to the corner of the wall on your right. Before moving farther, watch the prisoner in the cell on the

left side of the block. When he walks away from his door, continue past his cell to the first dark alcove on the left.



Another prisoner is on the right. Wait for the prisoner to walk away, then continue to the next alcove.



You must now get past two prisoners; one is on the right and the other is on the left. Wait for the prisoner on the right to walk away, then peek around the corner to the left. When neither prisoner is looking, continue past them.



Stay along the left side of the cell block. You eventually approach the security camera at the end of the block. Disable it with a dart.



A guard is around the corner to the left. Fire a distraction dart near the alarm control panel on the wall. The guard moves toward the wall.



Quickly move in and take out the guard. You do not need this one to be conscious. Just make sure he never reaches the alarm control.

TIP

If a prisoner sees you and calls out, run down the hall and take out the guard at the end, then disable the camera before backup arrives.



Carry the body back down the cell block and then into the supply room. Dump him in the shadows.



Now head over to the circuit box across from the supply room. Hack the controls to shut off all the lights. Then return to the supply room to wait.



Another guard comes over to the circuit box to see what is wrong.



Sneak up behind and grab this guard. He is the one who can get you into the data center.



Lead the guard back through the cell block. Don't sneak past the prisoners this time; no one is around to hear them.



Continue to data center door and use the guard's palm to unlock the door.



You no longer need him, so knock out the guard and quickly head into the room before the door closes.

New Objective

- Hack the computer, and Luther uploads fake evidence.



Once inside the room, move to the left of the door and activate your night vision. Clearing this room is easy, because the guards come to you.



The first guard comes down to the stairs to the right. Get in and take him out quietly and then carry the body away from the stairs.



The second guard comes down the stairs at left to see what happened to the first. Take him out as well and leave the body in the dark.



Those two guards were the only ones in the data center. Continue to the back, picking up the health pack along the way.



Hack the computer in the back of the center on the right side to allow Luther to access it.



Sofia comes in and helps you with the job.

New Objective

- Find and open the secret door leading to the biolab.



With your new objective, head out of the data center. Press the button by the door to open it.



Continue through the cell block to the end where the first guard was standing. A control panel is on the left wall, across from the alarm controls. Press it and then quickly turn around.



The wall opens to reveal a secret entrance. A single guard is standing there. Rush him and take him out with a hand-to-hand combo attack.



Head over to the steel doors and open them to advance to the next level.

The Secret Laboratory

Briefing



Ethan must neutralize the neurodioxins being created in this secret lab.

This mission requires you to accomplish several tasks. In addition to stealth and hand-to-hand combat, you also have to be handy with your pistol to get through this level alive. First, get the kit left behind by Spelvin and Jasmine. Then use a WASP to locate and neutralize Berkut. Then, while disguised as Berkut, Ethan infiltrates the biolab and renders the neurodioxins harmless. Finally, he plants explosives and gets Dr. Ivanescu out of the area.

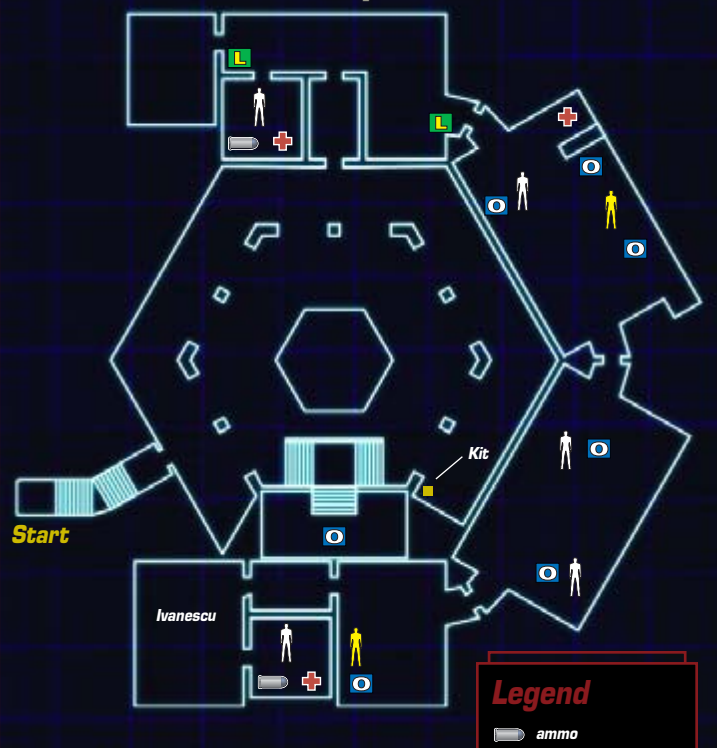
Initial Objective

- Obtain the kit planted by your IMF team.



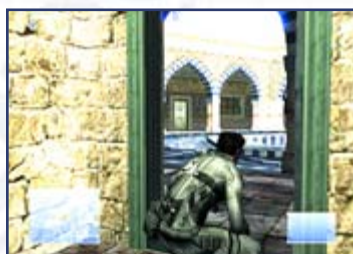
Ethan continues up the stairs from the cell block to the area where the bio-lab is located.

The Secret Laboratory



Legend

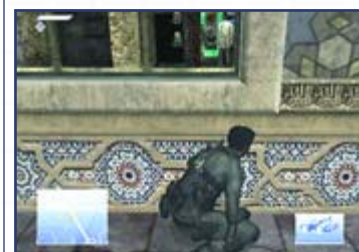
- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door



Open the door at the top and then exit into a courtyard area.



Guards are up on the rooftops as well as in the labs. Hug the wall and walk around the courtyard in a clockwise direction.



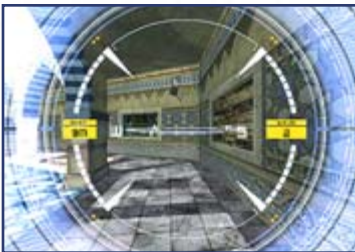
Be careful walking under windows and look ahead to make sure guards are not looking out the windows as you approach.



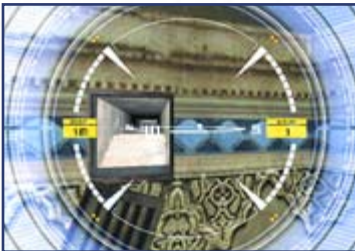
Continue all the way around until you reach this kit, waiting in a corner.

New Objective

- Locate and take out Berkut using the WASP gadget.



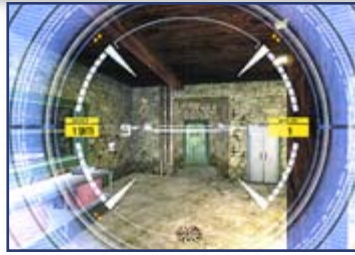
While hiding in the shadows, take out a WASP and activate it. Send it flying along the wall on the right. Past the boarded-up window, you see an open vent.



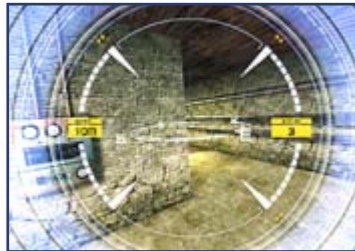
Carefully pilot the WASP into the vent and follow the ventilation shaft around.



The WASP eventually emerges in one of the laboratories. Fly it across to the other side of the room.



To the left of the door you see another open vent. Fly through it.



Now follow the hallway around until you see a third open vent and enter the duct.



You emerge in a control room where you see Berkut talking to Algo.



Fly behind Berkut and, when in range, fire the taser charge to take him out.

New Objective

- Locate and neutralize all neurodioxin tanks.



Once the WASP self-destructs after taking out Berkut, regain control of Ethan, who is now in his Berkut disguise.



Head across the courtyard to the door leading into the biolab. In disguise, Ethan can move past any guards or scientists without being identified. The guards sound an alarm only if he does something suspicious.



At the security booth, the guard buzzes you into the next area.



The biolab requires a palm print to get through the security lock, so get the guard in the security booth. After moving through the now-unlocked door, go through the door to your left and grab the guard.



Lead him out of the booth and then on to the door to the right. Use his palm to unlock it.



Then take him back to the security booth and knock him out in a corner. Pick up the pistol ammo and health pack while you are in here.



Enter the first lab and continue through the door into the second.



In the second lab, a guard tells you he is patrolling. Follow him out the door into the first lab and then out into the passageway leading toward the security booth.



Once he is out of the lab, grab him and take him into the security booth to knock him out.



Return to the second lab and continue through a third lab and another security booth.



In the last room, Dr. Ivanescu tells you how to neutralize the neurodioxin.



Head back to the first lab and pick up the chemical gun on a table near a window. You need this to take care of the neurodioxin.



Using this device is considered suspicious, and you have to get through these labs later, so clear out each one. In the first lab are a guard and a scientist. Get behind the guard. When the scientist is not looking, take out the guard with a single strike. Then go after the scientist. Do not let anyone sound an alarm.

TIP

The first lab has an alcove where you can hide in the shadows—or more importantly hide bodies.



You have to repeat the following steps five times—once for each vat of neurodioxin. First, fill up the chemical gun at the blue neutralizer vat.



Then inject the neutralizer into the neurodioxin vats. You need to reload the gun with neutralizer each time. In the second room are two guards.



Watch their patrols and wait until one is walking away while you are behind the other. Use the single strike to take out one and then run and neutralize the other guard before he has a chance to see the body and react. Then take care of both vats in this room.



In the third lab, lure the scientist away from the security booth window. While hiding around the corner, fire a distraction dart at the wall behind the scientist.



When he moves toward the wall, take him out and leave the body by the door. Wait for the guard in the booth to look away and then inject the neutralizer into the last vat.

New Objective

- **Rescue Dr. Ivanescu.**



Head back through the security booth to the room where Dr. Ivanescu is waiting.

New Objective

- **Plant explosive charges and extract Dr. Ivanescu.**



The situation gets hairy quickly now. The alarm has sounded and guards are headed your way. Ethan is no longer in disguise, so be ready to fight. The first guard comes out of the door on the right from the security booth. If you act quickly, you can take him out with a hand-to-hand attack. Enter the security booth and pick up pistol ammo and a health pack. You definitely need both.



Be ready to shoot the next two or three guards who come in to get you.



Make your way through the labs, planting explosives on each of the vats. You usually run into two or three guards in each room. Try to take them out from the doorway, using the walls for cover. Then rush in, plant the explosives, and get ready for more guards. Plan on two guards showing up for each time you plant an explosive.



In the first lab along the wall at right, you find a health pack. Keep your health up during this part of the level—you don't want to die with unused health packs in your inventory. By now you should have planted explosives on all five vats.

New Objective

- Clear the area of hostiles for Ivanescu's extraction.



Continue out of the biolab area and to the door leading out into the courtyard. Here you have to take out several enemy guards, including the ones on the rooftops.

TIP

Before you enter the lab area for the courtyard, you can shoot out the windows and take out the guards on the rooftop while you have some good cover.



As you clear out the guards, make your way around to the right.



Watch for a door along the right side—the same one you used to enter this area. Guards keep coming out of this door. Take them out as they exit. Continue taking out guards from this door and the rooftops until it is all clear.

New Objective

- Meet Dr. Ivanescu at the top of the stairs.



Make your way up the stairs across from the biolab door. There you find a door secured with a palm reader panel.



Wait for Dr. Ivanescu to come and unlock it for you, completing the level.

Protect Jasmine

Briefing



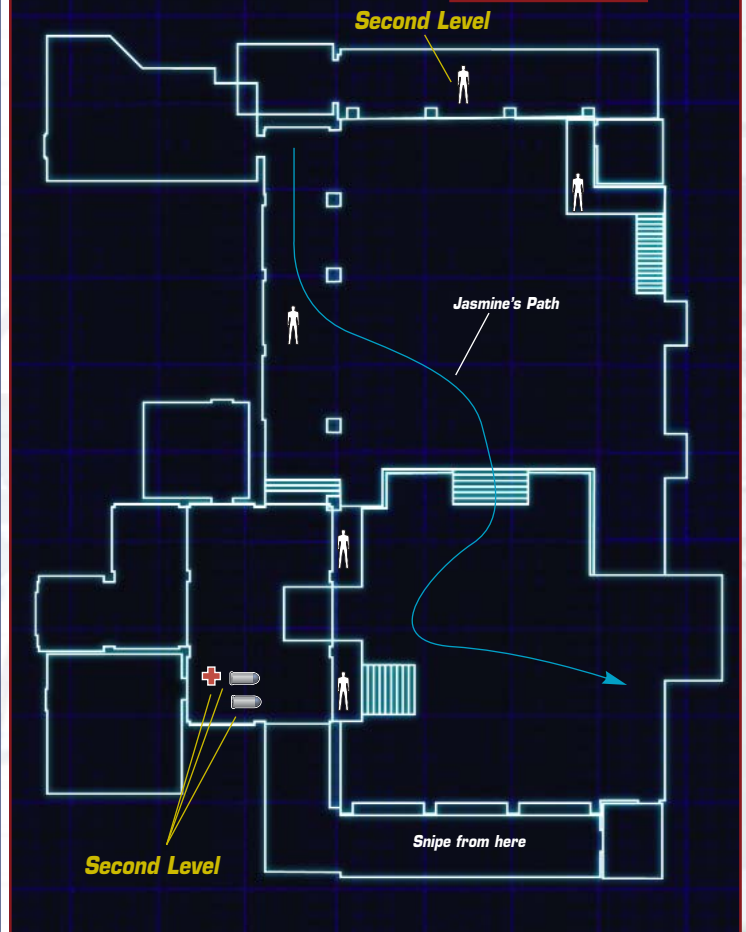
Jasmine is in trouble. She has been wounded and guards are after her.

This level is another sniper shooter. From a ledge, you must snipe at all guards going after Jasmine. Look for explosive barrels to help take out the guards with a bang. Try for head shots, but if guards get close to Jasmine, hit them wherever you can. This makes them stop and start shooting at you, giving you time to make another shot and take them down.

Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard
- civilian
- ladder
- laser tripwires
- door

Protect Jasmine



Initial Objective

- Cover Jasmine's escape across the courtyard.



When the level begins, Ethan is in an area containing supplies and weapons. Pick up the health pack on the wall.



Then pick up a box of ammo for the sniper pistol. There's a second box here if you need more later.



Now run out onto the walkway overlooking the courtyard below.



Select the sniper pistol and aim at the stairway on the right. Take out the first guard as he runs out the door.



Now help Jasmine get through a locked gate. You can't get down there and hack the lock, so take a shot at the explosive barrels by the fence.

TIP

Reload after every kill, so you always have enough in the clip to take out the next guard.



When the barrels explode, the gate is no more. Reload frequently.



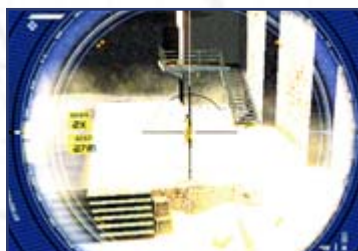
Guards also appear on the walkway across the courtyard from you.



Keep scanning for guards. Watch for them near the fenced area.



The guards at the steps below and to your left are easy to miss, so look there, too.



Keep taking out the guards as they show up. Get a hit in on them to start with, even if you can't line up a head shot. Any hit usually gets them to stop shooting at Jasmine and start shooting at you. You can take it; Jasmine can't.



Look for explosive barrels near guards. One hit takes out the guard. Save these for when you have to deal with more than one guard at a time.



Jasmine eventually makes it across the courtyard and takes cover by the truck below and to your right.



You need to clear the courtyard so Billy can fly in and pick her up.



After the helicopter lands, keep covering Jasmine as she makes her way to the chopper.



She's wounded, so Jasmine moves slowly. Stay alert to where the enemies are.



Once Billy takes off with Jasmine, you can worry about yourself.

New Objective

- Reach the courtyard for extraction.



As the chopper flies away, turn to your right and face the doorway. A guard opens the door and comes for you.



Rather than pull out a weapon, run toward the guard and take him out with a hand-to-hand attack.



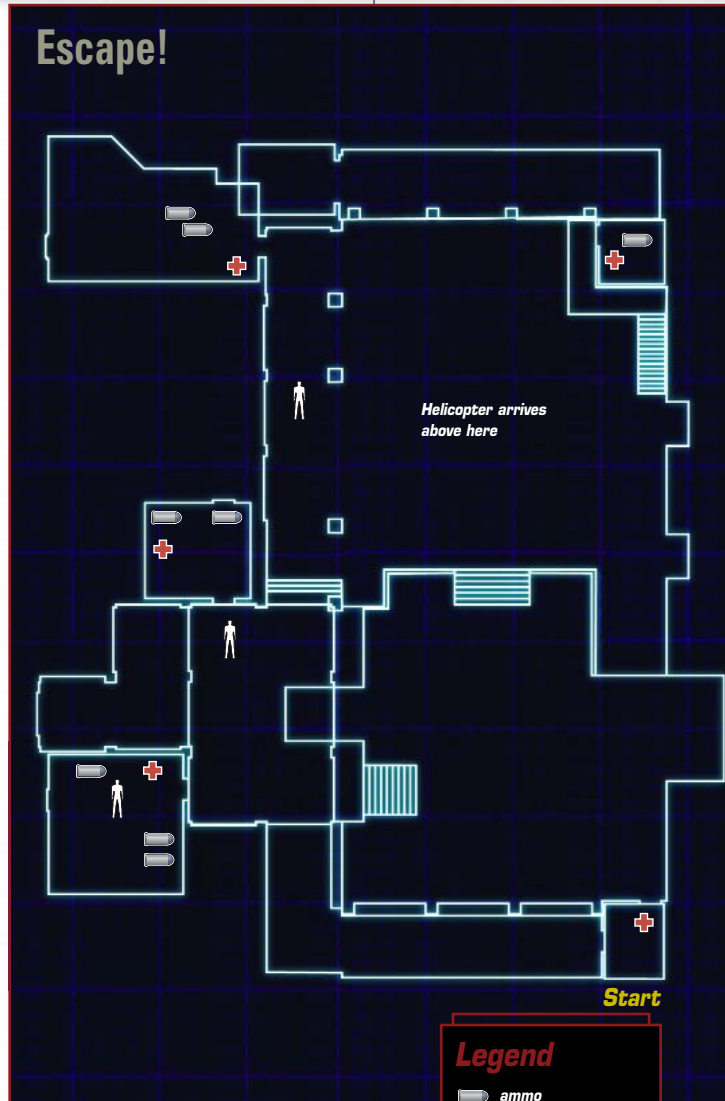
Enter the small room where the guard came from and head down the ladder to the next level.

Escape!

Briefing



There is no need for stealth in this mission. It's all shooting—this time with the machine pistol.



This level continues where the last level left off. Your objective is to try to save Sofia, but you need to concentrate on survival. You have access to a new weapon in this level—the FAAR-7 machine pistol. This allows you to put out a lot of firepower and take out your enemies quickly. But your foes also are armed with automatic weapons, and take you out just as quickly if you're not careful. Pick up as many health packs as you can.

Initial Objective

- Pursue Algo, if at all possible, to save Sofia.



Ethan begins in the lower level of the tower. Pick up the health pack on the wall in front of you.



Then turn to your left and pick up the machine pistol on the computer console.



Get the machine pistol ready for action, then exit the tower through the door.



Take a left and head up the stairs toward the door. As you approach, a guard opens it. Drop him with a burst from the machine pistol, then enter the room.



Pick up another health pack on the wall.



Stock up on ammo. You'll need it. Now get out of this room before a couple of guards spawn behind you.

TIP

Try to move as quickly as possible between rooms. It is safer to engage the guards from a corner of a room, where you can take them on one at a time, than to risk being surrounded outside.



As you exit the room, head to the left, taking out the guard in front of you. Continue to the room on the left, running inside before other guards show up.



In the second room, you find more ammo and another health pack. Reload your machine pistol and bring your health back up to the maximum.



Stand along the wall to the right of the doorway and shoot guards as they enter. Keep an eye on your ammo. You don't want to run out while a guard is in the room shooting at you.



After you take out at least four or five guards, exit the room, take a left, and make your way through the gate you blasted open in the last mission.



Enter the kitchen, where you find more ammo and another health pack.

New Objective

- Clear the courtyard of enemies for Billy and snag a ride on his helicopter with the Micro Cord.



By now it is obvious that Sofia and Algo are long gone. You need to get out. From the back of the kitchen, cover the door and take out about three guards who come after you.



Make your break and exit the kitchen.



Head back through the gate to the main courtyard.



Billy flies in. He doesn't have time to land, so use the Micro Cord to grapple up to the helicopter.



Once Ethan makes it to the chopper, the level is complete.

NOTE

If you cannot get to Billy's chopper on the first try, he has to leave, and you have to clear the courtyard again. If you need more ammo and another health pack, head to the tower across from the one in which you started the level. When Billy comes in again, try to grapple the helicopter with the Micro Cord. If you fail, you have only one more chance, after facing another wave of guards. If you can't get to the chopper on the third attempt, the mission ends in failure.



Aerial Infiltration



You're in pursuit of Algo's flying headquarters. The plane likely represents the last spot where Algo can store the ICE WORM virus and information on his illegal

weapons research. You must prevent his escape to Yugaria, where he could go underground to restart his operations.

You're to drop into position behind the plane and activate your jetpack. It is not safe to deviate much from the flight path shown on your avionics goggles.

After boarding the plane, find Sofia and get her out alive. As for Algo and his flying fortress...both are worth bringing down.

Get onto Algo's Plane

Briefing



You must dive down after another plane in mid-flight.

This level is unlike any other in the game. You must freefall through a series of checkpoints so that Ethan ends up in position to board Algo's plane as it flies by. Luther has programmed the points and lets you know when you are getting off course.

Try to pass through as many checkpoints as possible, but you're usually fine as long as you stay close. Don't worry if you miss some. Two checkpoints indicate a direction. Make sure Ethan points in the correct direction as he nears these points, which set him up for the next stage of the level.

Initial Objectives

- **Glide in a holding pattern until Algo's plane comes into view.**
- **Board Algo's plane. Engage your jetpack and fly into the back of Algo's plane.**



Ethan begins in a freefall. This first stage is easy and gives you a chance to learn how to control Ethan.

TIP

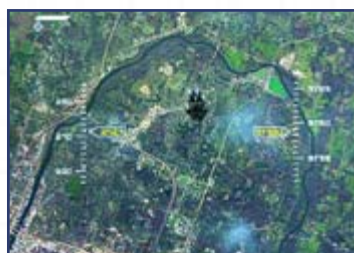
If you need to move forward to get back into the checkpoints, tip Ethan forward so he is at a 45 degree angle. At this angle he has the best control and forward momentum.



To slow down, press Fire to flare. You have 5 minutes to complete this level, so don't flare too much.



Use the left thumbstick to maneuver forward and back, and strafe left and right.



If the checkpoints get too far in front of you, dive toward them and, while still pushing the thumbstick forward, flare. This causes Ethan to glide toward the checkpoints.



Eventually you come across this directional checkpoint. Luther warns you it is coming up before it is visible. Try to pass through it, and make sure Ethan is facing in the direction indicated.

New Objective

- **Dive into position behind the plane for optimal jetpack approach.**



The plane is early and Ethan is too high. Dive to lose altitude as quickly as possible.



Stay in the checkpoints as you dive. As you get to the end of this stage, line Ethan up with the directional indicator.

TIP

It's required only that you line up with the second directional indicator, but do your best to pass through this checkpoint. If you do, it's a save point. If you fail the third and final stage, you can restart the level here rather than at the beginning of the first stage.



Ethan is now near the same altitude as the plane, but behind it. Time to engage the jetpack.



Fly toward the plane. You need at least a minute of time remaining to have a chance at this stage of the level. If you can get through the first stages in around 3 minutes, you have 2 minutes, which is ample time.



Algo does not make boarding his plane easy.



He has a rocket launcher and orders his troops to shoot you down.



You must dodge these rockets while you continue flying toward Algo's plane. Instead of waiting for a rocket to get close and then dodging it, jink up and down and left and right. A good pattern is to get to one side of the screen, fly up, then down

diagonally to the other side. Fly up again and diagonally down. If Ethan takes more than two hits, he is killed and the level is a failure.



As you get closer, Luther tells you to cut your jetpack. Don't worry about which button to press. It happens automatically. Just line Ethan up with the new checkpoints and follow them to the plane.



Stay in the checkpoints. You don't have to worry about rockets at this point; none are being fired.



The checkpoints lead you to the rear ramp of the plane.



As he hits the ramp, Ethan fires the jetpack as he takes it off—right into the enemy with the rocket launcher.



Ethan has made it to the plane—but that is just the beginning.

Aboard Algo's Plane

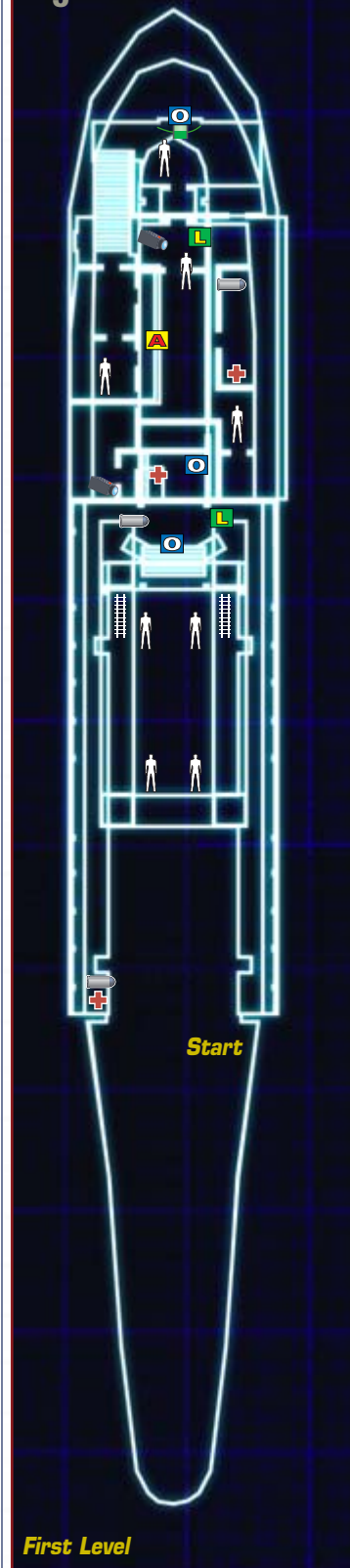
Briefing

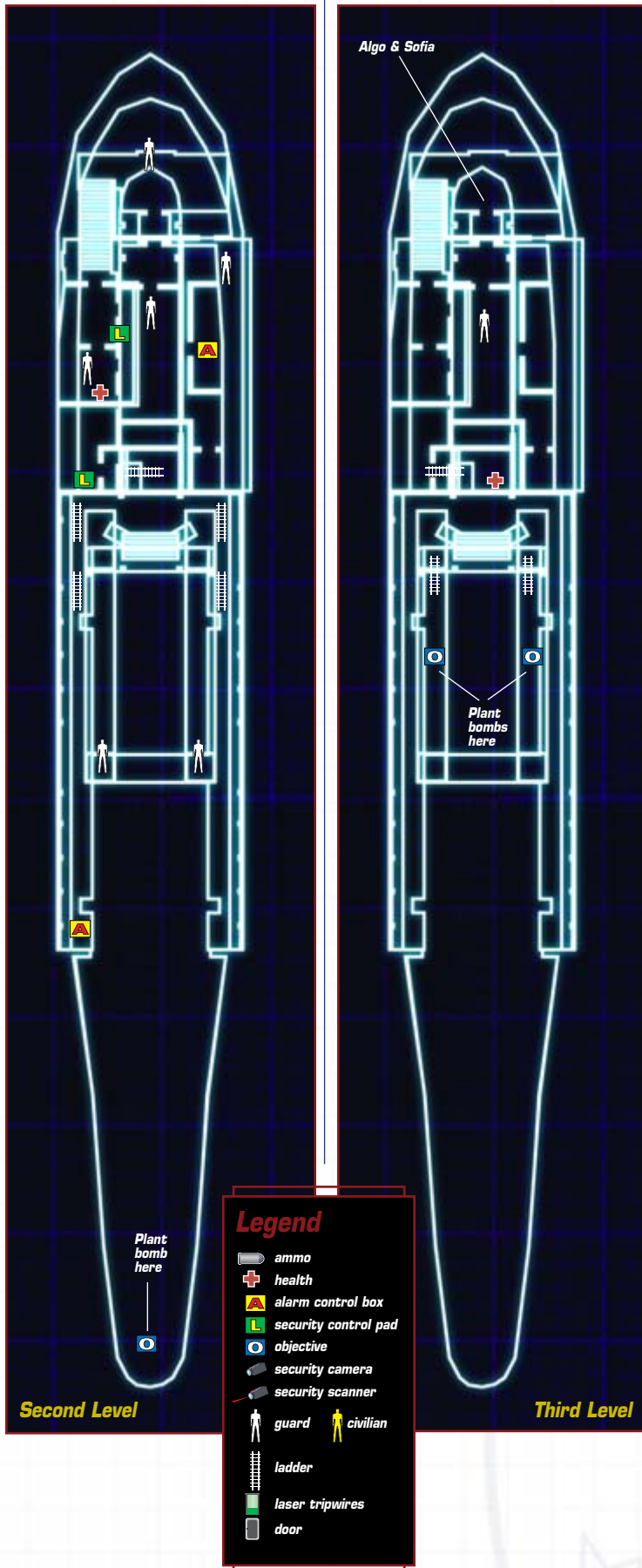


You have to get to Sofia and save her, then deal with Algo.

This level is tough. You use a mixture of shooting as well as stealth. The level comprises three sections—the cargo bay, the security system, and the forward area of the airplane. Ethan has to clear out the cargo bay and plant explosives. Then he has to get through the security system. Finally, Ethan must fight his way up to the bridge of the airplane and rescue Sofia.

Algo's Plane





Initial Objective

- Hack the airplane's onboard security system.



Ethan begins by the rear ramp with his back against a wall.



Move away from the wall and crouch down. Select the machine pistol and begin taking out guards, using the bulkhead for cover.



There are guards on the upper walkway and behind crates at the same level as Ethan. Clear from the left so you expose yourself to only one enemy at a time.

TIP

You should stay to one side of the cargo bay during shootouts. Don't be tempted to charge into the middle of the fight. If Ethan finds himself surrounded, he is dead. Instead, always use cover and expose yourself to only the guard at which you are shooting.



After you neutralize all guards, head across the fuselage of the plane to pick up some ammo and a health pack.



Now move toward the front of the plane and the control panel. Another health pack is here.



Use the keyboard to hack into the airplane's onboard security system. Luther gives you a new objective.

New Objective

- Plant three explosives around the airplane's cargo bay.



You must now plant explosives—one on each wing root and a third on the tail. Start by climbing up one of the ladders to the sides of the computer terminal.



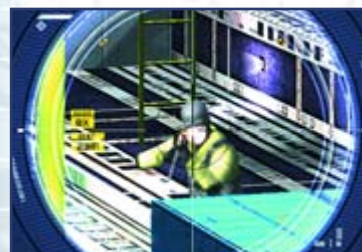
Climb a second ladder to get to the third level.



In this maintenance access area, plant an explosive by moving to an indicated spot on the wall and pressing Use. One down, two to go.



As you head down the ladder to the walkway on the second level, three guards rush into the cargo bay. Take up a position in the corner toward the front and bring out your sniper pistol.



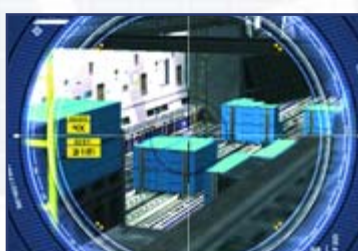
If you stay crouched down, the guards can't do much damage to you. Pick them off one at a time to clear the area.



When the cargo bay is clear again, move across to the other side of the aircraft and climb a ladder to the other wing root.



Plant a second explosive, then head back down the ladder. Three more guards await you, so take up position in a forward corner again.



Use the sniper pistol again to clear out the cargo bay, then head down a ladder to the main level.



Now head toward the rear of the plane. As you approach the ramp, look up to locate a pipe.



Use the Micro Cord to grapple up to the pipe.



Then shimmy to the platform at the tail.



Plant the third and final explosive.



More guards enter the cargo bay. Use the pistol rifle to take them out.

New Objective

- **Exit the cargo area. Luther follows up with more information.**



Now jump up onto the pipe and shimmy all the way to the end before dropping. You take a bit of damage, so heal yourself before continuing.



Return to the computer terminal and access the controls for the cameras. This lets you see what the cameras in the next area can see—and thus what you are up against.



Now move over to the panel next to the door and press the button.



Ethan disguises his voice and fools Algo into thinking Ethan is dead. This shuts off the alarm and keeps any more guards from coming down to get you.



Open the door and you see a guard with his back to you. This area is tough. You need timing and stealth to make it work.

New Objectives

- Deactivate the main security system.
- Search for Algo and Sofia in the forward part of the airplane.



Start off by disabling the camera across the room.



Then move to the left behind the corner and activate your RCV. Focus on the camera that has not been disabled. Wait until the guard walking toward the camera is almost there, then deactivate the RCV.



This is your chance to sneak up behind the closest guard and grab him.



Lead him back into the cargo bay and take him out.



Now re-enter the small room and press the switch on the wall to turn off the lights. Ethan can hide unseen in the dark room.



Use the distraction darts to lure the guards toward you. Fire them at the floor. It takes a few to lure the guards to your darkened room.



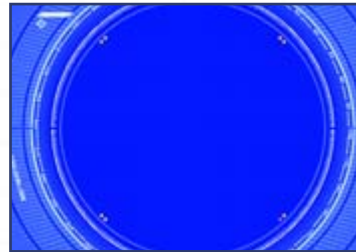
Hug the wall on the right side of the doorway, then take out the first guard as he approaches.



The second guard is usually close behind. Use a hand-to-hand attack to neutralize him.



When all the guards in this area are eliminated, head for the locked door on the forward right side. Hack through the lock and enter a small passageway.



Use the sonic imager on the next door to watch a guard walking back and forth.



As the guard heads away from you to the left, open the door and take him out silently.



Don't go for the switch yet. Activate your night vision, and you see that a laser grid protects it. Touching this grid sets off an alarm.



Move to the other side of the area and disable the camera with a dart.



Now pick up a guard and carry him to the panel by the camera you just disabled. Use his palm to get through the locked door.



Locate the cable that provides power to the security system and slice through it with the laser cutter.



This alerts Algo to your presence, but it cannot be helped.



Run back to the room with the security system, then hack the panel now that the laser grid is down. Guards are headed your way, so get ready.



Have your machine pistol drawn as you exit the security room. You need to engage and take out all the guards Algo sends after you. If needed, the side supply room contains more ammo as well as a health pack.

TIP

Once the alarm sounds, guards will keep coming towards you, however, they will stop spawning once you get to the control room on the second level of the airplane



Fight your way up the stairs to the second level.



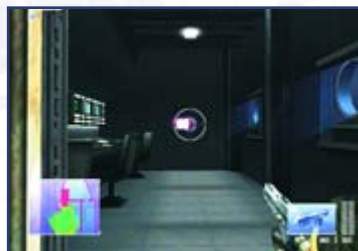
Cross the office to the door leading toward the rear of the plane.



As you take out guards, continue down a hallway, then through a door on the right.



Take a right in the corridor and head around to a door with an electronic lock. Pick it.



Enter a control room and clear it of guards. On the wall is a health pack, which you probably need.



Press a button between keyboards to unlock a door down the corridor.



Exit the control room and make your way to the now-unlocked door, open it, and enter.



You find a ladder to the third level. Climb it.



Advance through another control room, then head through the door to the cockpit.



Algo grabs Sofia and holds her hostage.



As Algo fires at you, Sofia hits Algo and knocks him out of the plane—but he pulls her out, too. The problem: She does not have a parachute!

Jumping after Sofia

Briefing



You must save Sofia.

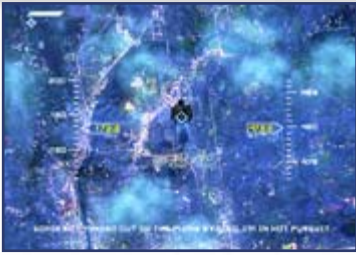
This is another freefall level, but Ethan has no jetpack or even a parachute. No problem—he can take one from a guard who has already parachuted from the plane. Once you have a parachute, go after Sofia. You have only 2 minutes and 30 seconds to catch Sofia, or it is too late.

Initial Objectives

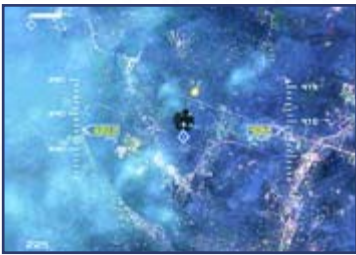
- **Get a parachute from one of Algo's paratroopers.**
- **Save Sofia by catching her before time runs out.**



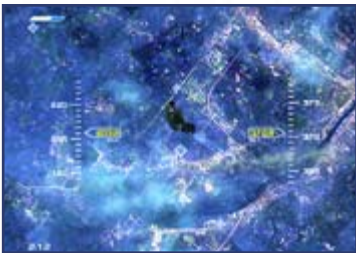
Ethan begins in freefall—without a parachute.



You don't have a lot of time, so dive toward the square on your display. That is the enemy whose parachute you need. The quicker you get to him, the more time you have to rescue Sofia.



Algo and his men don't make this easy. They fire rockets up at you. Three hits and you're a goner.



To avoid these rockets, spin around as you dive so Ethan corkscrews as he descends. This is often enough to avoid most, if not all, rockets.



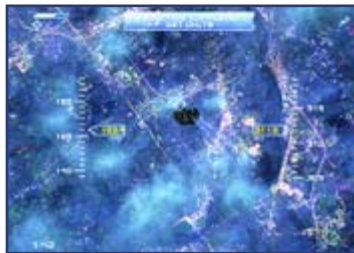
As you near the enemy, flare a bit to slow down and put Ethan on top of the guy.



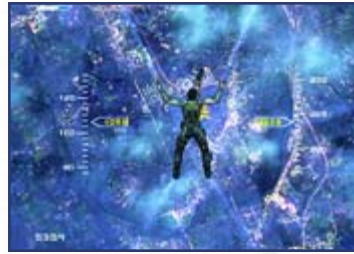
In a midair scuffle, Ethan succeeds in taking the enemy's parachute...



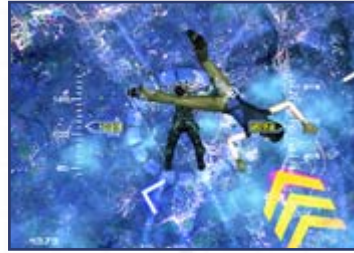
...and putting it on himself.



Now dive for Sofia. Keep an eye on the timer in the lower left corner to see how much time you have remaining.



As you approach Sofia, flare to slow down so you don't dive past her.



Line up with the directional indicator. A ring appears, showing your progress. Stay in position for 3 seconds to catch Sofia. Flare to keep from falling past her.



Once you have stayed with her for 3 seconds, the objective is complete.



Ethan grabs hold of Sofia and deploys his parachute.



Together, they descend safely after Algo.

The Surma Building

Briefing



Ethan prepares to cover Sofia as she heads for the building.

This is the last level of the game and a real finale. Sofia heads into the building and safety, so don't worry about her. Your only objective is to get Simon Algo. His type usually doesn't give up easily; he puts up a big fight. If you are expecting a fair duel, mano a mano, you don't know your villains. He throws his guards at you and has a trick up his sleeve—or should I say on his sleeve.

The Surma Building

(map on next page)

Initial Objective

- Defeat Simon Algo and bring him to justice.



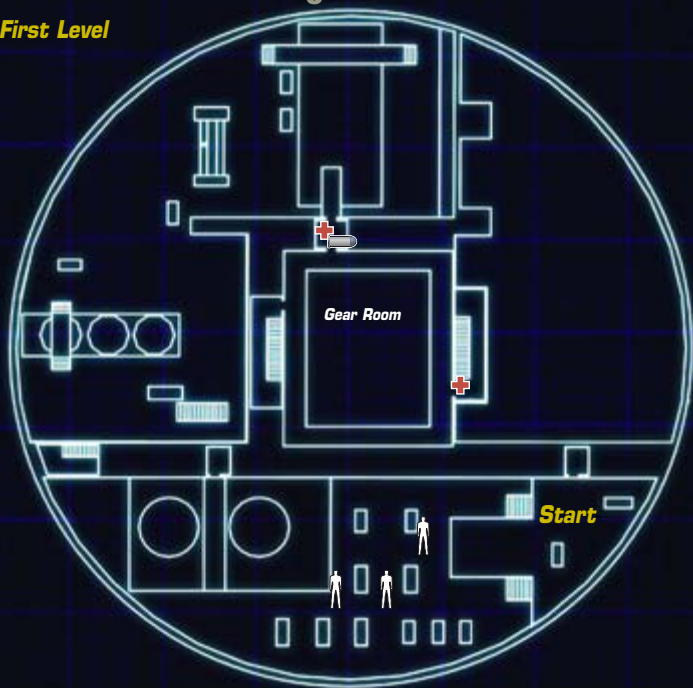
Ethan starts off behind an AC unit. This provides him some cover from the fire of Algo's guards.



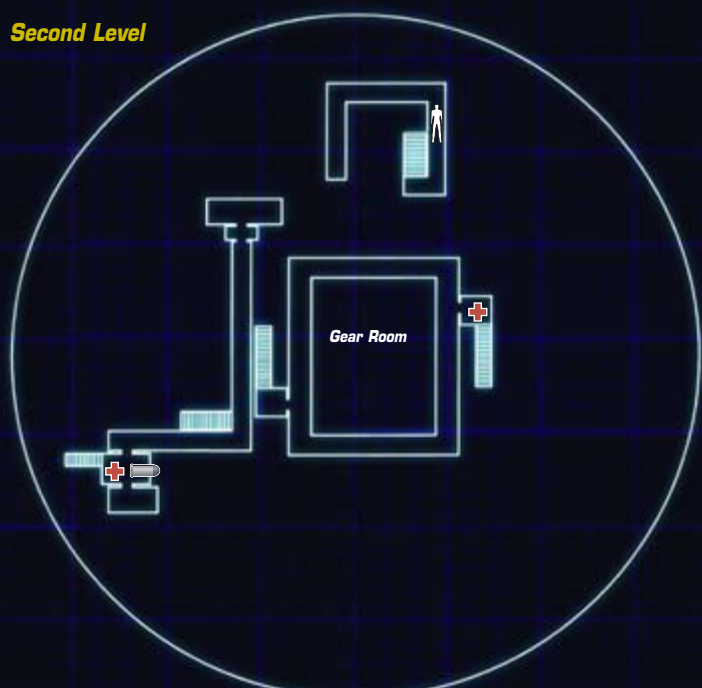
Staying behind cover, move to the left so you can start engaging the guards with the machine pistol.

The Surma Building

First Level



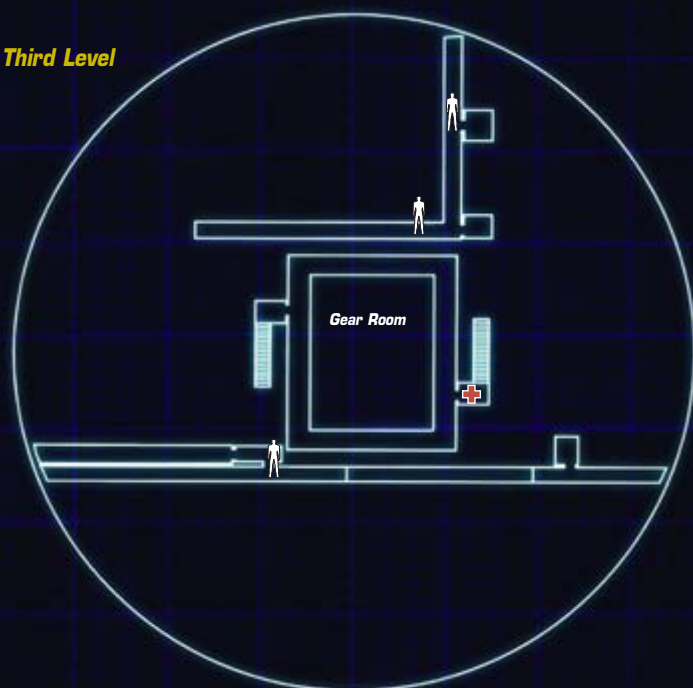
Second Level



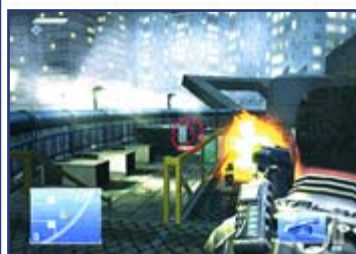
Legend

- ammo
- health
- alarm control box
- security control pad
- objective
- security camera
- security scanner
- guard civilian
- ladder
- laser tripwires
- door

Third Level



Once the first group of guards is neutralized, move forward a bit.



Work your way from left to right, exposing only enough of your body to get the next enemy in your sights.



When the second wave arrives, take cover and deal with it.



This time you also have to watch out for guards on the upper walkway to your right.



When it is all clear again, advance forward past a walkway leading to a door on the left all the way to a ladder.



Climb down the ladder into the pit area.



Watch for enemies near the railing who try to take potshots at you. Eliminate them.



Move away from the ladder toward the building and on to the right side.



Look up and locate a pipe above you. Use the Micro Cord to grapple up to this pipe.



Shimmy across the pipe to a platform with a single door. Drop down and enter.



In this small room you find ammo for the machine pistol as well as a health pack. You need both, so pick them up.



Exit the room and Algo taunts you.



He also activates his secret weapon—a stealth suit. This makes him nearly invisible. You can see him when the lightning flashes and when he is shooting.



Head down the walkway to your right.



Then run down the stairs to the rooftop.



Crouch down and take cover behind this AC ductwork as Algo shoots at you.



Return fire with your machine pistol. Aim for Algo's muzzle flashes and hit him as much as you can.



After he takes hits, Algo runs away. Head across this bridge to the left of you, then on to the right.



Algo starts shooting at you again. Take cover behind the AC machinery and return fire.



Algo also has some guards shooting at you. For now, concentrate on Algo. If you have good cover, the guards can't hit you.



If you keep up the fire, eventually Algo takes enough hits to cause his stealth suit to malfunction. He runs away through a door.



Before you can go after him, you must take out his guards. Use the sniper pistol for some head shots to clear the walkways.



Cross over another bridge, then onto a walkway to the door through which Algo fled.



You find yourself in a room filled with gears. Move around along the walkway and take a right.



Watch out for more guards who appear while you are moving. Take them out.



Algo is on the walkway, one level above you. Strafe left and right to engage him with machine pistol fire.



As you go through a small passageway leading to a large room, pick up a health pack and some ammo.



Enter a stairwell behind you to go up a level and to pick up health packs on the side walls.



Keep firing at Algo as much as you can. Watch your health meter and regularly use the health packs.



The large gears administer his final justice.



Once you have caused enough damage to Algo, his stealth suit short-circuits and he falls off the walkway.



Having saved Sofia and defeated Algo, Ethan deserves a little rest—until the next mission, of course.

